COSMIC TOYBOX

CHRIS A. FIELD

OGL 3.5 SYSTEM COMPATIBLE

COSMIC TOYBOX

Written by Chris A. Field
With thanks to Andrew Antolick for the "Motor City Mecha" Spell

Cover Illustration by: Aaron Lee

Interior Illustrations by: Jacob Blackmon,, Anthony Cournoyer, Marcum Curlee,
Rick Hershey Standard Stock Art, Erik Lofgren, Keith McBlane, John Picot, Purple Duck Games, Rogue
Genius Games, Sade, Vic Shane, JEShields, Shutterstock.Com, Sine Nomine Games, Amanda Webb

All images are copyright their respective creators and are used with permission.

Otherverse Games
www.otherversegames.blogspot.com

Fully compatible with the PFRPG.

Requires the Use of the D20 Modern Core Rulebook Published by Wizards of the Coast

Dedicated to Earl Norem, Floro Dery and all the box artists and toy designers
of the 1980s, whether famous or obscure.

Cosmic Toybox is a homage to the cartoons I grew up watching.

Cosmic Toybox incorporates content from *Battlechangers: Ironworks* and expands on it… a lot. Heroic transforming Battlechangers are found throughout the Multiverse, and where you can find either of these shapechanging mechanoids, you can find their iconic gear and artifacts. Anthro heroes are as widely dispersed and as iconic as the Battlechangers, so ***Cosmic Toybox*** also includes a full assortment of Anthro weapons, armor and magical wonders, including the legendary *Omens* weapons. Furry heroes can fight alongside totemistic warriors, or imbue mystical weapons and gear so their human allies can borrow some of the best abilities of the animal kingdom.

In addition to gear for gigantic robots and half-animal heroes, other pieces of gear in this sourcebook are inspired by other 80s cartoons: from the techno-magical wonders wielded by barbarian heroes and highly trained ninja commandos to the holographic accessories of ultra-tech pop starlets. Often, these new weapons and armor are derived wholly or in part from recovered Technysian technology, or were inspired by a chance encounter with the superhuman.

Original Spells

If you see a spell you don't recognize from the *Pathfinder Roleplaying Game SRD*, it's probably an original spell described fully in *Technology Unleashed* (Otherverse Games, 2016). Original spells with their origins in a different Otherverse Games product will be superscripted for easy reference.

ITEM PRICING

Magic items here have both a GP value and a Purchase DC. The item's Purchase DC was calculated by converting the item's GP cost to modern wealth using a **1 GP: 1 US dollar: 1 galactic credit: approximately 100 yen ratio.**

This conversion has its problems, especially with the cost of mundane items, such as groceries, making them unrealistically expensive compared to fantasy items. However, few campaigns track the characters' grocery budgets closely enough for this to matter. Also, the real world exchange rate between dollars and yen is much higher than 1 dollar:100 yen, usually hovering somewhere around 1:200 yen circa late 2015, but this ratio is designed to simply allow GMs to add two zeroes to the price of anything in yen if it is priced in another source in dollars.

This pricing conversion is used in all Otherverse Games products.

WONDROUS ITEMS AND MAGICAL JEWELRY

ACTION BANDANNA

Aura faint conjuration **CL** 3rd
Slot headband **Price** 5,000 gp (DC 23) **Weight** negligible
This simple red cotton headband is stained by sweat and faded by long exposure to the jungle sun. The long trailing edges snap dramatically in the wind.

While wearing the Action Bandanna, any bow or firearm wielded by the character is under the effects of an *infinite ammunition* spell. The Action Bandanna does not affect energy weapons.

Construction
Requirements Craft Wondrous Items, *infinite ammunition*

Cost 2,500 gp (DC 21)

AERODYNE DISK

Aura strong transmutation **CL** 9th
Slot feet **Price** 60,000 gp (DC 32) **Weight** 5 lbs
A powerful occult-tech turbine powers this sleek, teardrop shaped flying wing. Quick release buckles, resembling the snap system on a high-end snowboard allow the rider to strap himself securely to the Aerodyne Disk, or unstrap, as a move-equivalent action.

While strapped into the Aerodyne Disk, the character gains a Flight speed of 120 ft (average), and gains a +10 competence bonus on Fly checks. However, the character loses access to all other movement modes while strapped in.

Construction
Requirements Craft Wondrous Items, *military flight*
Cost 30,000 gp (DC 30)

ANATOMICAL PORTRAIT

Aura moderate enchantment **CL** 10th
Slot none **Price** 18,000 gp (DC 28) **Weight** negligible
To give an allied spellcaster an Anatomical Portrait is perhaps the most tangible act of trust an Anthro can perform. Anthros are a proud and vain people, with a strong artistic tradition. An Anatomical Portrait is a masterfully executed triptych portrait, depicting a particular Anthro in the nude, with frontal, dorsal and profile views. On low-tech worlds, these intensely intimate, framed portraits are executed in oils and watercolor, while they are produced with advanced graphics software and laser-printed on more modern planets.

All Anatomical Portraits must incorporate small bits of the blood of the Anthro they depict in the creation process. Once created, an Anatomical Portrait is linked to that specific Anthro. While touching the Anatomical Portrait, any spellcaster can target the illustrated Anthro with any spell with a range of touch or longer regardless of the distance between the caster and the Anthro, as long as both creatures are on the same plane. The caster does not need line of sight or effect to the illustrated Anthro as long as the Anatomical Portrait is in hand.

Special: Only an Anthro can be the subject of an Anatomical Portrait.

Construction
Requirements Scribe Scroll, creator must possess 5 ranks in Craft (visual arts) and be an Anthro
Cost 9,000 gp (DC 25)

ANTHRO ADAPTIVES

Aura faint or moderate transmutation
CL 5th (lesser) 10th (greater)
Slot varies **Price** 6,000 gp (DC 24) lesser;
12,000 gp (DC 26) greater
Weight varies from negligible to 2-3 lbs depending on style
Spellcasters know many ways to grant ordinary humanoids the diverse powers of the animal kingdom: from enchanted bear pelts worn as cloaks to fox-paw leather gloves to cartoon animal knit caps and colorful pony tails designed to be clipped onto a belt. All these items are categorized as "Anthro Adaptives".

Lesser Anthro Adaptives provide a single Gift of Nature to the wearer, chosen by the creator. Greater Anthro Adaptives provide two Gifts of Nature to their wearer, chosen by the creator. One gift can act as a prerequisite for the other. All Anthro Adaptives must be worn for at least four hours to attune to them before the wearer can gain access to their Gifts.

Anthro Adaptives come in a dizzying array of forms and technology levels, which occupy different body slots. (If worn Adaptives occupy different body slots and provide different powers, multiple Adaptives can be worn simultaneously.)

Some examples of various Adaptives are described below:

Head or Face

A tanned wolf's pelt worn as a hood, a helm sculpted like an eagle's beak, a 'funny animal' knit cap, a ceremonial ceramic mask resembling a snarling animal's snout, a fearsome, animalistic samurai's *mempo,* a cheap rubber snout held on by a nylon string

Neck

A dried wolf's paw on a leather throng, a silver cloak clasp shaped like a tiger's face, an enchanted collar taken from a beloved childhood dog, the holy symbol of an Anthro deity, carved from elephant ivory

Torso or Shoulders

A bear's hide worn as a shirt or cloak, a jaguar-skin cape, a long cloak of woven feathers, a partial fur-suit top, a leather bomber jacket with an Anthro sigil on the back. On some worlds, themed "Ani-Packs" – bulky, high tech silver and grey backpacks – give their wearers animalistic gimmicks.

Hands or Wrists

A pair of thin leather gloves with artificial claws and paw pads, ornate golden or silver bracelets with animalistic motifs, a leather fetish with feathers and wolf-fur amid beadwork

Belt

A loincloth of tanned animal hide, a fake cat's tail in neon nylon, designed for ravers, leopard print panties, some of the weirder items from *Black Tokyo*

Construction

Requirements Craft Wondrous Items, *anthro adaptation* (lesser) or *greater anthro adaptation* (greater)

Cost 3,000 gp (DC 22) lesser; 6,000 gp (DC 24) greater

ANTHRO-SOUL STANDARD

Aura moderate transmutation **CL** 10th

Slot none **Price** 50,000 gp (DC 31)

Weight 10-15 lbs

This heavy steel standard pole shares the same design and style as the *Anthro-Soul Plate.* Instead of a conventional banner, a huge steel frame supports an oval or rectangular enchanted mirror. This mirror, made of indestructible magical glass at least 2-3 ft in diameter is 'inhabited' by an illusory animal that paces, flies or swims within the glass and roars silently. The carvings running the length of the steel shaft resemble this animal in some way.

Up to twice per day, the wielder of the Anthro-Soul Standard can cast *mass anthro adaptation* from the standard. The benefit provided by this spell is chosen by the creator when the Standard is constructed, and once chosen cannot be changed. The benefit provided by the spell is always symbolic of the illusory animal within the mirror.

Special

If the Anthro-Soul Standard is wielded by a character also wearing Anthro-Soul Plate, the effect produced by the Standard functions as *anthro perfection* instead. As normal, the Gift (s) provided by the spell are static and unchanging, though this synergistic effect allows more or greater gifts than usual.

Construction

Requirements Craft Wondrous Items, *mass anthro adapation,* creator must be an Anthro

Cost 25,000 gp (DC 29)

ATHLETE'S LAURELS

Aura faint transmutation **CL** 1st

Slot headband **Price** 1,200 gp (DC 18) **Weight** ½ lb

This delicate crown takes the form of a cunningly woven laurel wreath made from hammered bronze, inlaid with fine silver tracery and tiny golden flowers.

Three times per day, the wearer can call upon its power as an immediate action to add their total ability score as a bonus on any STR or DEX based skill check they are called upon to make, rather than just their ability score modifier.

Construction
Requirements Craft Wondrous Items, *pursuit of excellence*
Cost 600 gp (DC 16)

BELT, DEPLOYER'S

Aura strong transmutation **CL** 17th
Slot belt **Price** 10,000 gp (DC 26) **Weight** 5 lbs (Medium)
Only ever worn by Battlechanger Summoners who field a *Deployer's Aegis* as part of their combat armor, these thick belt consists of several squared-off segments of armor plate that encircle the waist like an armored skirt. Chrome sigils – usually simplistic triangles pointing in opposite directions, squares, twin rectangles and the like are soldered to the colorful chrome plates.

The Deployer's Belt only offers a benefit if worn with a *Deployer's Aegis,* and offers no benefit if worn separately. While wearing the Deployer's Belt, the character treats all 6th level and lower level spells of the conjuration (summoning) subschool as if *Extended*, without increasing the spell's level or casting time. The Deployer's Belt will automatically resize to accommodate Battlechangers of varying sizes.

Construction
Requirements Craft Wondrous Items, Extend Spell, *BFG, message,* creator must be a Battlechanger
Cost 5,000 gp (DC 23)

BELT, GRIMSKULL

Aura faint abjuration **CL** 3rd
Slot belt **Price** 20,500 gp (DC 28) **Weight** 4-6 lbs
This heavy brass belt is hinged at the spine and the front depicts a stylized skull with an open jaw frozen in mid-scream. Glowing disks of pale bluish-white luminescence rest above the wearer's kidneys.

The Grimskull Belt provides the wearer with a +5 competence bonus on Intimidate checks and Negative Energy Resistance 10.

Construction
Requirements Craft Wondrous Items, *fear, resist energy*
Cost 10,250 gp (DC 26)

BEZOAR STONE

Aura moderate conjuration **CL** 7th
Slot none **Price** 18,000 gp (DC 28) **Weight** negligible
This mottled red and brown stone has a rough and pitted texture and a surprising weight despite the fact it's only about as large as a pigeon's egg.

When the Bezoar Stone is placed in any liquid, it becomes red hot and begins boiling the liquid if any poison is present. After the liquid cools, all poisons within are neutralized.

Special: Avian and reptilian Anthros or similar creatures can swallow the Bezoar Stone for use as a mythic gastrolith. Doing so provides the creature with immunity to poison, however, every time this stone neutralizes poison, it inflicts 1d6 Fire damage upon the creature. Swallowing or vomiting a gastrolith is a full round action. A gastrolith occupies no body slot.

Construction
Requirements Craft Wondrous Items, *neutralize poison*
Cost 9,000 gp (DC 25)

BRACER, MASS PUSH

Aura faint evocation **CL** 3rd
Slot wrists **Price** 2,500 gp (DC 21)
Weight 15 lbs (Medium)
This heavy, industrial, circuit-patterned titanium/steel bracer fits snuggly against a Battlechanger's wrist. Once donned, the Mass Push Bracer becomes a new system component, integrating with the structure of the wearer's forearm assembly. Ejecting the bracer requires a mental system command.

While wearing a Mass Push Bracer, a Battlechanger does not need to expend *fuelon* to shift to any of its alt-modes, regardless of the size disparity between the alt-mode and their base, robotic form. The Mass Push Bracer automatically resizes to accommodate Battlechangers of different sizes, and remains functional in alt-mode.

Special: Only Battlechangers with at least one alt-mode can benefit from this magic item.

Construction
Requirements Craft Wondrous Items, *BFG, fuelon charge,* creator must be a Battlechanger
Cost 1,250 gp (DC 18)

BIO-MECHANICAL BOOSTER

Aura faint transmutation **CL** 5th
Slot neck **Price** 7,000 gp (DC 24) **Weight** 2 lbs
This occult-tech artifact resembles a tiny oxygen tank with bronze walls. This small tank can be worn strapped to the chest like an especially bulky amulet. Alternatively, the bronzed tank will adhere magnetically to any mostly metallic armored chest piece, becoming an integrated part of its structure. Armor with the Booster affixed takes on a slightly more advanced, machine-produced look.

If attached to any metallic armor, the Bio-Mechanical Booster increases that armor's equipment bonus to AC by +1 and grants the armor the *spacesuit* mundane armor property.

In addition the wearer can touch any vehicle with an internal combustion engine and affect it with *fuel the engine,* providing fuel to run the device. This property is usable once per day.

Construction
Requirements Craft Wondrous Items, *emergency spacesuit*, *fuel the engine*
Cost 3,500 gp (DC 22)

COIF, ARMORING

Aura faint transmutation **CL** 4th
Slot head **Price** 8,000 gp (DC 25) **Weight** 2 lbs
This tightly woven cap of dull grey steel rings resembles the armored mail coifs worn by knights and warriors dating back as far as the fourth century BCE.

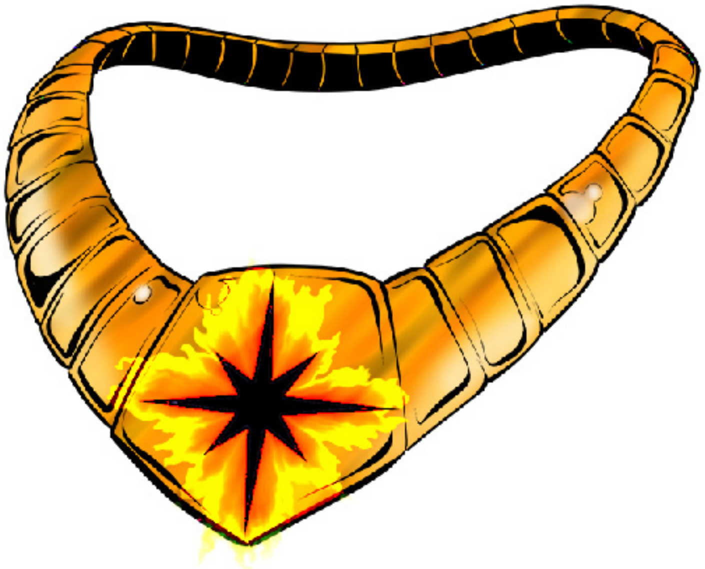
When the Armoring Coif is worn with any Heavy Armor, it sets the armor check penalty of that armor to zero.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength,* creator must be proficient with Heavy Armor
Cost 4,000 gp (DC 23)

DESIGN PHILOSOPHY – COLLARS

Anthros of all breeds, but especially Anthros uplifted from or resembling long-domesticated animal species, often enchant magical collars. If existing magic items can be re-shaped into a stylish collar and slid into the *neck* magic item slot by an Anthro occultist, you can bet they will be. Traditional magic items such as *bracers of natural armor* or a *cloak of resistance* are more likely to be found as *collars of natural armor* or a *collar of resistance* when sold in Anthro-held lands. Even Anthros who can't afford enchanted collars will wear something attractive and decorative around their throats.

The design philosophy for enchanted collars is they enhance Anthro specific gifts, augment natural talents or physically transform the wearer to become more animalistic in some way. Collars at a variety of price ranges are available to Anthro heroes of varying level. Most enchanted Collars are Anthro-locked, or offer little or no utility to non-Anthro wearers.



COLLAR, BRIGHTSTAR

Aura moderate transmutation **CL** 12th
Slot neck **Price** 48,000 gp (DC 31) **Weight** 8 lbs
This heavy pectoral is forged from heavy, angular links of hammered gold. The central link of the collar is a pentagon inscribed with an eight-pointed star design. While wearing this heavy collar, the wearer's physique becomes noticeably larger and more chiseled, and the pupils of their eyes glow golden.

While wearing the Brightstar Collar, the character benefits from a +4 inherent bonus to their STR and CON scores, and gains Darkvision 60 ft (or improves existing Darkvision by +30 ft).

Construction
Requirements Craft Wondrous Items, *bull's strength, bear's endurance, darkvision*
Cost 24,000 gp (DC 29)

COLLAR, CONJUNX

Aura faint enchantment **CL** 5th
Slot neck **Price** 2,500 gp (DC 21) **Weight** negligible
Conjunx Collars are always forged in matched pairs (or rarely, larger sets for more polyamorous Anthro cultures). Two fine collars of identical manufacture, accented with the same subtle touches of gold or other precious medals and hung with the same charms are worn as declarations of marriage and love.

The price given above is for a pair of Conjunx Collars. When created, Conjunx Collars are forged for specific creatures, whose names are inscribed on the collar charms. These collars have no effect if worn by other creatures, nor do they function if both collars are not worn by their designated owners.

While Conjunx Collars are worn properly, each wearer gains the *Strength of Loving Adventure* Gift of Nature as well as the *Mate for Life* trait in regards to the other creature wearing the linked Collar.

Construction
Requirements Craft Wondrous Items, *charm person*
Cost 1,250 gp (DC 18)

COLLAR, FRIENDLY

Aura faint transmutation **CL** 3rd
Slot neck **Price** 2,500 gp (DC 21) **Weight** negligible
This loose blue or black nylon collar fits jauntily around the throat and usually includes a cute little dog-bone charm (though Anthros of other species sometimes substitute other charms specific to their race.)

While wearing the Friendly Collar, the Anthro benefits from the Super Kawaii feat.

Special: Only Anthros with the Adaptable or Domesticated ability score package can benefit from the Friendly Collar.

Similar Items
The cheetah spotted ***Athletic Collar*** provides Anthros with the Chase Predator ability score package access to the Run feat, and is built with *cat's grace.* The heavy brown leather ***Draftsman's Collar*** provides Anthros with the Enduring But Dim or Tough and Ponderous ability score packages access to the Endurance feat, and is built with *bull's strength.* Similar collars exist for the other Anthro ability score packages.

Construction
Requirements Craft Wondrous Items, *eagle's splendor*
Cost 1,250 gp (DC 19)

COLLAR, LIFE SUPPORT

Aura moderate conjuration **CL** 5th
Slot neck **Price** 2,400 gp (DC 21) **Weight** negligible
Some Anthro spacers prefer to trust to occult-tech rather than bulky, restrictive and often badly fitting mundane space suits. This collar consists of two slender silver cords at the top and bottom of a thick rectangular clasp. When the collar's magic is active, a luminous web of amber threads appears and hangs suspended between the slender cords.

While wearing the Life Support Collar, the character is treated as wearing a Space Suit for the purpose of environmental effects (gaining all the benefits of a Space Suit's special qualities entry).

Construction
Requirements Craft Wondrous Item, *emergency space suit*
Cost 1,200 gp (DC 18)

COLLAR, NATURE'S PROMISE

Aura moderate conjuration **CL** 9th
Slot neck **Price** 62,000 gp (DC 32) **Weight** negligible
This collar is only ever woven from natural fibers- silk, cotton, hemp and the like, and is dyed an irregular brownish-red that sometimes fades into bright splashes of orange and amber. The clasp is cunningly made from the teeth of small mammals.

While wearing the Nature's Promise Collar, anytime the character casts any *summon nature's ally* spell, the spell produced is one level greater than the spell or spell slot expended to cast it. For example, if the wearer expends a third level spell slot or casts *summon nature's ally III*, he would gain the benefit of *summon nature's ally IV* instead. This spell cannot produce a greater *summon nature's ally* spell than the 9th level version.

Special: Only characters who have chosen one of the following patron deities, or a similar animal/nature deity can benefit from this magic item: Breeder Oblix, the Horned Lord, or the Hunting Pack.

Construction
Requirements Craft Wondrous Items, *summon nature's ally V*
Cost 31,000 gp (DC 30)

COLLAR, PURPOSE-GIVING

Aura strong transmutation **CL** 9th
Slot neck **Price** 18,000 gp (DC 28) **Weight** negligible
A variety of Purpose-Giving Collars exist, all designed to bend an Anthro's body, mind and soul towards a particular way of life. Sometimes these items are marks of slavery, forced onto an Anthro against their will in order to transform that creature into something he or she is not. In other times and places, Purpose-Giving Collars are badges of office, willingly donned by Anthros of a particular caste. Style and coloration vary wildly.

All Purpose-Giving Collars function in the same manner. Once donned by a creature of the Anthro subtype, the wearer gains a specific Anthro Template encoded in the Collar, immediately losing existing Anthro Templates, if any, and applying the Template's ability score modifiers and gaining its traits. Once donned, the Purpose-Giving Collar effectively fuses into the creature's body, and cannot be removed without *remove curse* or similar magic.

The appearance of a particular Collar is usually a clue to which Anthro Template the Collar will apply. Some templates are rarely, if ever offered as a Collar.

- *Anthroid:* Segmented silvery-grey metal links with circuit components on the underside.
- *Eroticized:* A tight choker of black lace.
- *Extreme:* Heavy day-glo nylon with a big lock, safety pin-studs or similar decorations.
- *First Wave Colonizer:* Breathable nylon in camo patterns with a military style dog-tag.

Construction

Requirements Craft Wondrous Items, creator must be an Anthro with the appropriate template, *polymorph*

Cost 9,000 gp (DC 25)

COLLAR, SUPERIORITY

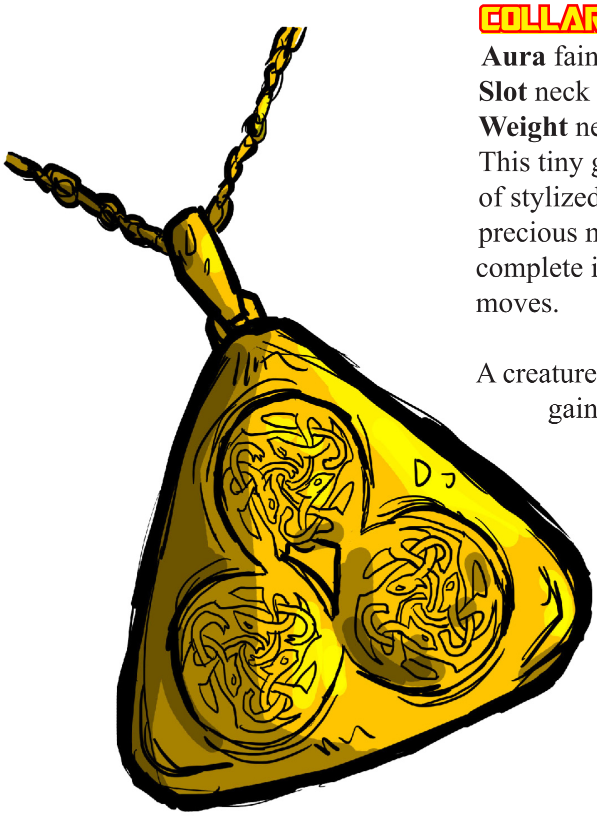
Aura moderate evocation **CL** 7th

Slot neck **Price** 9,600 gp (DC 26) **Weight** negligible

This full-metal collar is an intricate silver and platinum puzzle, each piece of which forms a link of the throat-chain. Each link in the collar is a jagged sigil resembling a cat's claw, interspersed occasionally with wing-like links.

While wearing the Superiority Collar, your natural weapon attacks gain the **axiomatic** property and **Mutt-bane** properties. This unusual property functions as typical for Bane but only against creatures of the Anthro subtype that have chosen the Mutt as their patron deity.

Special: Only characters who have chosen Species Superiority as their patron deity/ philosophy can benefit from this magic item.



Construction

Requirements

Craft Wondrous Items, creator must be a lawful Anthro with the Species Superiority patron deity/philosophy, *detect chaos, detect good, order's wrath, summon monster I*

Cost 4,800 gp (DC 23)

COLLAR CHARMS, VARIOUS

Aura faint enchantment **CL** 3rd

Slot neck (see text) **Price** 850 gp (DC 17)

Weight negligible

Anthros often accessorize their collar with particular little charms. Usually these thumb-sized charms are made from metal or wood, and are shaped to represent a particular skill the Anthro wants to excel at. A Collar Charm designed to enhance Acrobatics might be shaped like a big paw, one designed to enhance a Perform skill might resemble a musical note or performer's top hat and so on.

A Collar Charm provides a +3 competence bonus on a specific skill, chosen by the creator and reflected in the Charm's shape. Collar Charms only function when attached to and worn on a Collar. Though both Collar and one Charm occupy the neck slot, they can be worn simultaneously.

Construction

Requirements Craft Wondrous Items, creator must have 3 ranks in the chosen skill, creator must be an Anthro

Cost 425 gp (DC 15)

COLLAR CHARM, XENOPHILE

Aura faint enchantment **CL** 3rd

Slot neck (see text) **Price** 800 gp (DC 17)

Weight negligible

This tiny gold and silver collar-charm resembles a pair of stylized Anthro lovers cut from multiple pieces of precious metal. The pieces fit together tightly forming a complete image, but chime delicately when the wearer moves.

A creature who has chosen the Mutt as a patron deity gains a +2 competence bonus on Diplomacy and Sense Motive checks made against any creature they have ever had a consensual sexual encounter with.

Special: If this collar charm is worn with the Mate's Blessing Collar, the wearer becomes immune to sexually transmitted disease, including magical diseases.

Construction

Requirements Craft Wondrous Items, *sexual manipulation*

Cost 400 gp (DC 15)

COURAGE GEAR

Aura faint enchantment **CL** 1st
Slot none **Price** 900 gp (DC 17) **Weight** negligible
This medallion is a common award for Freegear warriors who perform above and beyond the call of duty. This coin-sized badge is a four pointed gold-plated star with a gear-like glyph inscribed at the center, magnetized to be easily worn on a Battlechanger's hull.

While wearing or carrying a Courage Gear, the Battlechanger gains a +1 morale bonus on WILL Saves. In addition, once per day, the wielder can perform any one of these functions without expending a point of Fuelon: *defensive effort, energetic conversion* or *extra effort.*

Special: Only Battlechangers can use this magic item.

Construction
Requirements Craft Wondrous Items, creator must be a Battlechanger, *bless*
Cost 450 gp (DC 15)

DIADEM, DIMENSIONAL

Aura strong conjuration **CL** 13th
Slot headband **Price** 63,000 gp (DC 32) **Weight** negligible
This delicate silver diadem terminates in a Y-shaped two-tined fork that rises from the crown of the wearer's brow. The metal is silver, but has a faint blue, ghostly luminescence, like a color the humanoid eye can't quite see.

The Dimensional Diadem allows the wearer to use *dimension door* at will. Once per day, the wearer can cast *greater teleport* though the gem. The wearer can bring up to two Medium or smaller creatures, who muste be in physical contact with the wearer when teleporting in this manner.

Special: Only canine Anthros, Shippers, Genehounds and other doglike or wolflike creatures can gain any benefit from this magic item.

Construction
Requirements Craft Wondrous Items, *dimension door, greater teleport,* creator must either be a canine Anthro or similar creature, **or** possess 10+ ranks in either Knowledge (physical sciences) or Knowledge (the planes)
Cost 31,500 gp (DC 30)

DROID FORCE HOVERSKIRT

Aura faint transmutation **CL** 6th
Slot belt and feet **Price** 24,000 gp (DC 29)
Weight 25 lbs (medium)
This occult-tech mechanical component is the epitome of retro-futursitic. It is a heavy rubber skirt designed to function as part of a pneumatic hover-system that merges with a wearer's lower body to enable superior maneuverability. In addition, the wearer can activate a powerful vacuum within the hover skirt, to lock themselves to the ground with unbreakable suction.

When mounted to a Star Droid or Battlechanger, this item reduces the wearer's base land speed to 30 ft (for a Medium wearer), if it is greater. While this item is equipped, the character cannot make acrobatics checks to jump. However, the wearer gains a Flight speed of 60 ft (average) and the ability to Hover without the need for a check. As a standard action, the wearer can 'suction' themselves to solid ground. Doing so renders them immune to bullrush, trip and reposition attempts. This effect ends if the wearer chooses to move from the spot.

The Droid Force Hoverskirt remains attached, but becomes inactive when a Battlechanger wearer assumes its alt-mode.

Special: Only a Star Droid or Battlechanger can equip a Droid Force Hoverskirt.

Construction
Requirements Craft Wondrous Items, creator must be a Star Droid or Battlechanger, *levitate*
Cost 12,000 gp (DC 26)

EXTREME BANDANNA

Aura faint transmutation **CL** 3rd
Slot headband **Price** 1,200 gp (DC 18) Torn, 1,800 gp (DC 20) Pristine **Weight** negligible
These brightly colored cloth ribbons come in almost every color of the rainbow. The better the quality of cloth, the more effective the magic is.

When donned, the Torn Extreme Banana provides the wearer with Weapon Focus in a particular weapon chosen by the creator and symbolized by the colors of the bandanna (red for sai, blue for katana, and so on). When donned, the Pristine Extreme Bandana provides both Weapon Focus and Weapon Specialization with the chosen weapon.

Special: Only Anthros with the Extreme Anthro cultural template may benefit from this magic item.

Construction
Requirements Craft Wondrous Items, creator must be proficient with the chosen weapon
Cost 600 gp (DC 16) Torn, 900 gp (DC 17) Pristine

FUELON DISTILLERY

Aura strong evocation **CL** 11th
Slot none **Price** 1 million gp (DC 42) or more
Weight architectural feature weighing around 1.5 tons

Battlechangers treat Fuelon as more than simple fuel – it can be a gourmet meal or a fine spirit, all in one. Fuelon dispensaries are a center of culture and entertainment for Battlechangers, and the best serve double duty as pan-species bars or restaurants, where organics as well as Battlechangers can 'refuel'. A techno-occult Fuelon Distillery, which can synthesize huge amounts of Fuelon from ambient cosmic energy and common compounds, is the centerpiece of most Battlechanger bars. With a skilled chemist-slash-bartender at the controls, Fuelon can be produced in an endless variety of flavors, which take the form of a rainbow of luminous liquids kept in long magnetic-field bottles.

Each day, the user can attempt a DC 20 Knowledge (earth and life sciences) check to activate the Distillery. This check requires 10 minutes. Doing so produces a number of doses of Fuelon equal to 10 + the check result. Each dose of Fuelon functions identically to a ***Lesser Fuelon Crystal***, save that it comes in liquid form. Unused doses of Fuelon can be stored indefinitely, and the Fuelon Distillery can contain up to 400 doses of liquid Fuelon in its magnetic bottles.

If a Fuelon Distillery has zero doses stored (as it would when first installed), the user must prime the system by expending 2d4 Greater Fuelon Crystals (or corresponding Lesser Fuelon Crystals) before the device is first used. The system must be primed again if all stored doses are expended.

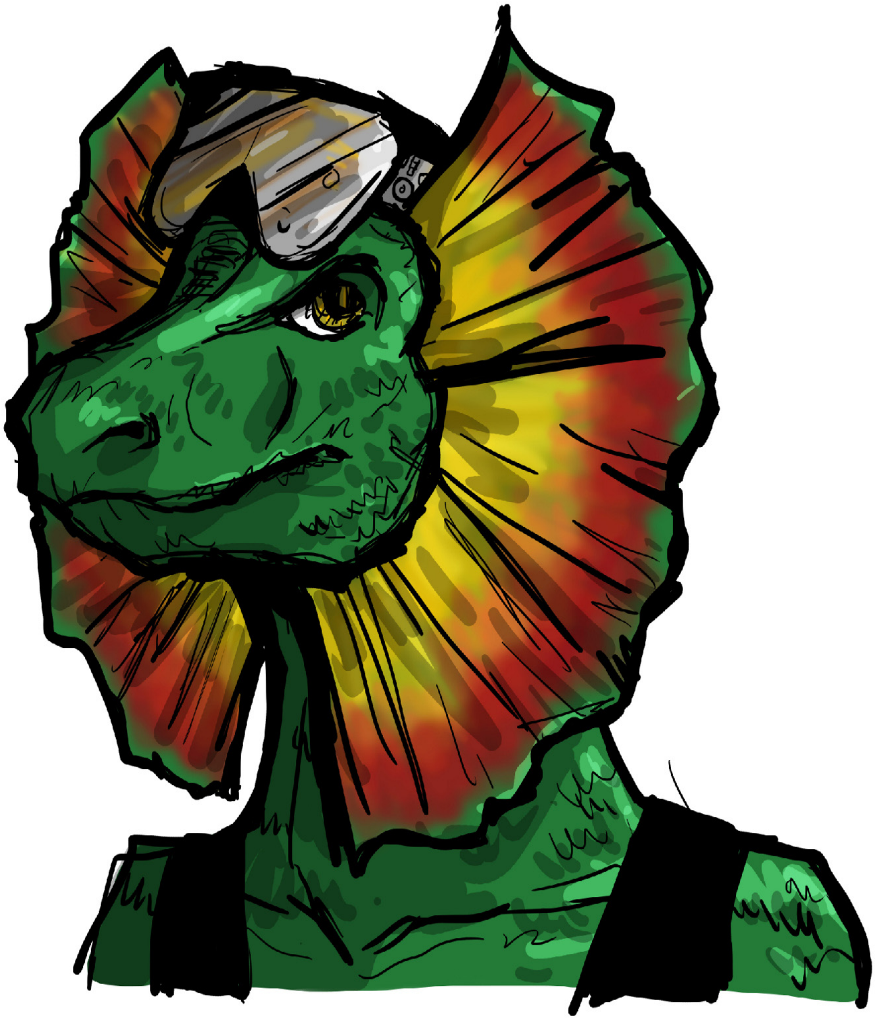
Construction
Requirements Craft Wondrous Items, *mass fuelon charge*, creator must be a Battlechanger
Cost 500,000 gp (DC 39)

FURGONOMIC DESIGNER

Aura faint transmutation **CL** 3rd
Slot none **Price** 4,300 gp (DC 23) **Weight** 1-2 lbs

This slim-line laptop has contours designed to easily slip into pawed hands. Loaded into the hard-drive are occult-tech design programs intended to make the devices of the modern world more comfortable for Anthros in all their myriad forms.

The Furgonomic Designer is acts as an upgraded (+2) laptop computer. In addition, the owner can use the device to cast *custom fur-nishings* up to three times per day as a full round action.



Construction
Requirements Craft Wondrous Items, *custom fur-nishings*
Cost 2,150 gp (DC 21)

GOGGLES, GADGETEER

Aura faint transmutation **CL** 5th
Slot headband or eyes **Price** 6,400 gp (DC 24) **Weight** negligible

These simple welding goggles, often worn pushed up on the forehead, have pale blue plastic frame.

Gadgeteer Goggles can be worn either over the eyes or in the headband slot and function identically in either case. While wearing Gadgeteer Goggles, the character gains a +6 competence bonus on all Craft checks, and can use the Craft skill at no penalty even without proper tools or raw materials. The character can use improvised tools and salvaged junk to complete Craft projects; the finished items function normally but usually have a haphazard, jury-rigged look.

Construction
Requirements Craft Wondrous Items, *make whole,* creator must have 5 ranks in Craft (mechanical or electronic)
Cost 3,200 gp (DC 22)

GOGGLES, RUNNING

Aura faint transmutation **CL** 5th
Slot eyes **Price** 12,000 gp (DC 26) **Weight** negligible
These tightly fitted goggles are breathable black nylon and leather with wide, translucent amber lenses with little distortion. These goggles are usually worn pushed up on the forward, dropped for use only when the wearer wants to run.

Three times per day, the wearer can push down the Running Goggles as an immediate action to cast *animalistic dash* upon themselves as a swift action. The Running Goggles cannot activate within one minute of a previous activation.

Special: Only an Anthro, True Beast or other animalistic being can benefit from this magic item.

Similar Items
Some modern, hipster Anthros wear a tight-fitting t-shirt with the cover image of the Dr. Suess children's book, *"Go, Dog, Go!"* silkscreened on. This enchanted t-shirt occupies the body slot but has otherwise identical statistics and construction requirements. It's a favorite of canine Anthros with a taste for superspeed maneuverability.

Construction
Requirements Craft Wondrous Items, *animalistic dash,* creator must be an Anthro, True Beast or similar creature

Cost 6,000 gp (DC 24)

GOGGLES, SHIPPER'S

Aura faint transmutation **CL** 5th
Slot eyes **Price** 8,000 gp (DC 25) **Weight** ½ lb
These bulbous, futuristic goggles, with bulging golden polymer lenses are extremely common among Shipper crews just because they're so damn useful. Many Shipper starship captains present these goggles to particularly clever Shipper kids when they come of age and formally join a crew.

While wearing Shipper's Goggles, the character treats all non-artistic Craft skills as class skills and gains a +1 insight bonus on these checks. For example, the wearer would gain a bonus on Craft (mechanical) or Craft (cybernetics) checks, but not on Craft (sculpture) or Craft (visual arts). The wearer also treats Pilot as a class skill, gains a +2 insight bonus on this skill, and gains Starship Operations as a bonus feat while these goggles are worn.

Construction
Requirements Craft Wondrous Items, *fox's cunning,* creator must either be a Shipper or have 5+ ranks in Pilot, creator must have the Starship Operations feat
Cost 4,000 gp (DC 23)

GOGGLES, TRIPARTITE

Aura moderate divination **CL** 8th
Slot eyes **Price** 38,400 gp (DC 31) **Weight** 1 lb
This narrow band of polished green steel is inset with three cats' eye gems, each of a different color. Depending on which cats' eye gem is centered between the wearer's actual eyes, the visor grants its wearer varying powers of perception.

Changing between gems is a move equivalent action. The magic of the helmet prevents the visor's positions from changing except by the wearer's will, preventing the visor from being knocked around in a brawl.

Gold Cats' Eye: When this golden gem is in position, the wearer gains the ability to *see invisibility* as the spell.

Ruby Cats' Eye: When this red gem is in position, it gives you such extreme perception and insight into the human condition, you are under the effects of a permanent *detect thoughts* spell.

Azure Cats' Eye: When this blue gem is in position, you can create an *arcane eye* as the spell. You activate the arcane eye as a standard action rather than the 10 round casting time normal for the spell, and can maintain the Arcane Eye for up to 8 minutes per activation. You can activate this power up to twice per day. After that, the visor will not turn to this gem.

Construction
Requirements Craft Wondrous Items, *arcane eye, detect thoughts, see invisibility,* creator must be a specialized Diviner or have Spell Focus (Divination)
Cost 19,200gp (DC 28)

GOLDEN SHOVEL OF HEARTH AND HOME (CN)

Aura moderate transmutation **CL** 9th
Slot none **Price** 2,000 gp (DC 20) **Weight** 5 lbs
Elder rabbits often present this enchanted, gilded miniature shovel as a present to young lapine couples as a marriage gift. Each Golden Shovel has its iron head masterfully gilded, and often etched with homey sayings, well wishes or religious scripture, especially verses scared to the Mates.

Placing this shovel into unworked earth casts *comfortable warren,* excavating up to nine 10 ft cubic chambers. The enchanted shovel provides several hundred gp worth of mundane construction improvements, such as wooden reinforcement, shelving and other comfortable, homey touches during this casting. The warren's style fits the dominant architectural style of the region.

Once used, the Golden Shovel becomes non-magical, but it is often kept as a keepsake by the recipient.

Construction
Requirements Craft Wondrous Items, creator must be a lapine or rodent Anthro, *comfortable warren*
Cost 1,000 gp (DC 18)

GRAPPLER'S GIRDLE

Aura strong transmutation **CL** 12th
Slot belt **Weight** 5 lbs
Champion Combatants travel across kingdoms, even across planes, to compete in grand tournaments, displaying their martial arts prowess. Often, a Grappler's Girdle is presented to a tournament's champion. This richly decorated belt augments the victor's already formidable power, and is the champion's to do with as they desire, at least for the year until a new grand tourney is held.

Several different styles of Grappler's Girdle exist, celebrating the victory in specific tournaments. All these belts are fine leather inlaid with golden and silver decorations, ostentatious and imposing in the extreme. Often, a belt displays the sculpted face of some viscous animal- a snorting bull, a snarling panther, or a fierce dragon, given the appearance of false life by animating magic.

All Grappler's Girdle provide the wearer with a competence bonus on Combat Maneuver Checks and their CMD. The competence bonus determines the item's cost and construction cost. The item's secondary powers do not affect its cost, as these are all subsumed in the use of the very versatile spell *polymorph* in the Girdle's creation.

Each belt has an additional power that it bestows upon the user. In addition, individual belt provides immunity to one specific Combat Maneuver (such as trip, bullrush, overrun, sunder, disarm, ect). Some of the known Grappler's Girdles include:

Belt of the Horse: when rolling REF Saves, the wearer rolls 2d20 and takes the better result; provides immunity to Overrun attempts.

Belt of the Water Oxen: provides a +4 enhancement bonus to the wearer's CON score; provides immunity to Drag attempts.

The Mandarin's Girdle: all wearer's melee attacks gain the flaming property; provides immunity to Disarm attempts.

The Emperor's Girdle: wearer gains Damage Reduction 2/epic or their existing Damage Reduction becomes bypassed only by epic damage; provides immunity to Sunder attempts.

Competence Bonus Granted	Purchase Price	Construction Cost
+1 (brass or iron belt)	120,500 gp (DC 34)	60,250 gp (DC 32)
+5 (bronze belt)	132,500 gp (DC 35)	66,000 gp (DC 33)
+8 (silver belt)	152,000 gp (DC 35)	76,000 gp (DC 33)
+12 (golden belt)	192,000 gp (DC 36)	96,000 gp (DC 34)
+15 (adamantine or platinum belt)	232,500 gp (DC 37)	116,250 gp (DC 34)

Girdle of the Amethyst Panther: the wearer inflicts an additional +1d6 points of slashing damage with any successful melee attack- this bonus damage is not multiplied on a critical hit;provides immunity to Dirty Trick attempts.

Girdle of the Crane: wearer gains a Flight speed of 30 ft (average) or their existing flight speed increases by 10 ft and one step; provides immunity to Disarm attempts.

Girdle of the Golden Lizard: increases wearer's landspeed by 10 ft; provides immunity to Steal attempts.

Girdle of the Northern Bear: provides a +4 enhancement bonus to the wearer's STR score; provides immunity to Grapple attempts.

Construction
Requirements Craft Wondrous Item, creator must be a Combatant, *polymorph*

GROOMING & PAMPERING KIT

Aura faint transmutation **CL** 3rd
Slot none **Price** 3,500 gp (DC 22) **Weight** 5 lbs
Anthros can be a vain, sybaritic race. Skilled barbers, groomers and personal attendants can earn a good wage tending Anthro clients. With this enchanted hygiene kit, which is a fine walnut box small enough to fit on a dresser and contains dozens of combs, picks, perfumes, oils and ointments, they can command truly legendary wages.

The Grooming & Pampering Kit allows the user to use *sexy furover* at will, though doing so requires about five minutes of work. The user makes a DC 10 Profession (groomer, beautician, barber, similar) check. Every five points the check DC is beat by extends the duration of the *sexy furover* by an additional hour. Failing the check prevents the Grooming & Pampering Kit from being used for 1d4 days.

Additionally, once per day, the user can cast *eagle's splendor* upon any recipient, including themselves. The duration of this effect is one hour, though it takes five minutes of effort to cast the spell.

Construction
Requirements Craft Wondrous Items, *eagle's splendor, sexy furover*
Cost 1,750 gp (DC 20)

HARNESS, BRAWLER'S

Aura moderate conjuration **CL** 13th
Slot body and shoulders **Price** 26,000 gp (DC 29) **Weight** 5 lbs
A heavy, H-shaped series of dark leather bands straps across the pectoral muscles. Thick silver spikes are riveted to the leather mostly to add to the intimidation factor.

While the Brawler's Harness is worn, the character's muscles swell with lethal potency. The wearer gains a +4 enhancement bonus to their STR score, and he gains Improved Unarmed Strike and Vital Strike as bonus feats. The character's unarmed strikes deal damage as if the creature is one size category larger than his actual size.

If the wearer possesses Combatant class levels and has access to *techniques*, the wearer gains an additional *technique* he meets the prerequisites for. The wearer chooses the technique when first donning the Brawler's Harness, and thereafter always gains the same bonus from the Harness.

Construction
Requirements Craft Wondrous Items, *polymorph*
Cost 13,000 gp (DC 27)

HARNESS, FIGHTER'S

Aura faint transmutation **CL** 6th
Slot body and shoulders **Price** 7,200 gp (DC 25) **Weight** 5 lbs
This leather and gold harness is worn across the breast. A y-shaped series of straps holds a small, triangular golden shield directly above the wearer's heart. Tendrils of liquid gold slip beneath the wearer's flesh, sliding into his circulatory system. Gold tendrils are visible just beneath the wearer's skin.

A few hours after the Fighter's Harness is first donned, a small personal sigil important to the wearer appears on the surface of the breast plate, as if it had been acid etched there.

Once per day for every four fighter levels, the wearer can call upon the Harness' magic as an immediate action. Doing so allows the wearer to add their BAB as a luck bonus on a single saving throw. This ability must be activated prior to making the saving throw. If the wearer has no fighter levels, this harness is only usable once per day.

Construction
Requirements Craft Wondrous Items, *heroism*
Cost 3,600 gp (DC 22)

LAPINE GAUGES

Aura faint transmutation **CL** 1st
Slot head **Price** 2,500 gp (DC 21)
Weight negligible
These mid-sized, polished ivory ear gauges are sculpted with a rabbit's head in profile.

When placed in the external ears of any creature living creature, it transmutes the creature's ears into long, floppy and extremely keen rabbit's ears. The wearer's ears return to normal just a few seconds after the gauges are removed. Lapine Gauges provide the wearer with a +5 competence bonus on sound-based Perception checks. The wearer gains the Anthro subtype, if they do not possess it already, while the Lapine Gauges are worn.

Construction
Requirements Craft Wondrous Items, Alertness
Cost 1,250 gp (DC 19)

Holo-Mask Codename	Holo-Mask Colors	Spell
California Condor	Green, black and yellow	*Fly*
Coldsnap	Blue and white	*Elemental Aura (cold)*
Fireblast	Red, orange, gold	*Fireball*
Ram Runner	Red and yellow	*Haste*
Sun Striker	Gold and white	*Daylight*
Tsunami	Blue and green	*Hydraulic Torrent*

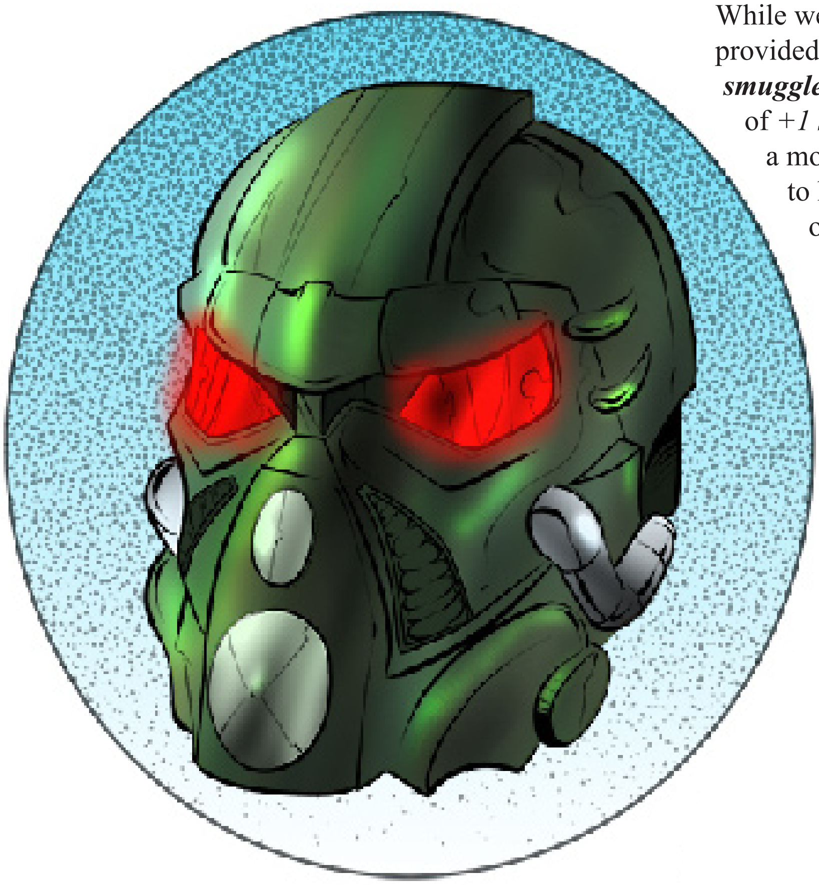
MASK, GEAR MUTT'S

Aura faint transmutation **CL** 8th
Slot face **Price** 4,500 gp (DC 23) **Weight** negligible
Woven from metallic fibers the same iridescent shade of green as **Gear Mutt's Cloak**, this superheroic cowl covers the hair, eyes and face down to the nose.

While wearing Gear Mutt's Mask, the integral weapons provided by Gear Mutt's Cloak function as ***+2 smuggler's blasters of infinite ammunition***, instead of *+1 spacer's blasters of infinite ammunition*. As a move-equivalent action, the wearer can choose to have these weapons inflict either Electrical or Force damage rather than the default Fire damage. The damage type chosen remains active until the wearer chooses to change energy type again.

Special: Gear Mutt's Mask can only be worn by an Anthro and has no effect if worn without Gear Mutt's Cloak.

Construction
Requirements Craft Wondrous Items, *star ranging*
Cost 2,250 gp (DC 21)



MASK, HOLO-MASK (VARIOUS)

Aura strong illusion and either abjuration, evocation or transmutation **CL** 5th
Slot head and face **Price** 97,500 gp (DC 34)
Weight 5 lbs
Holo-Masks are human occult-tech built using reverse-engineered Technysian technology. Holo-Masks are incredibly bulky life support helmets that fully conceal the wearer's features, race and gender. The masks have a decorative flair, intensely colorful cladding and almost totemistic designs built using life-support components and equipment modules.

A variety of Holo-Masks exist, each designated by a unique color-scheme and design and codename. All Holo-Masks, regardless of function, can use any of the following spells at will:

- Flare
- Invisibility
- Minor Image
- Machine Invisibility

In addition, the Holo-Mask can replace the helmet of any armor with the Space Suit property without compromising that property. Each Holo-Mask provides the wearer with a +5 competence bonus on either Drive or Fly checks, determined by the creator at the time of the object's creation.

Finally, each Holo-Mask has a specific function built into it, which is always based around a third level abjuration, evocation or transmutation effect. This spell is added to the Holo-Mask's construction requirements and is usable 3x/day. Some examples are described in the chart on page 14..

Construction
Requirements Craft Magic Arms and Armor, *flare, invisibility, minor image, machine invisibility* plus one spell above
Cost 48,750 gp (DC 31)

MASK, NINJA COMMANDO'S

Aura moderate transmutation **CL** 10th
Slot face **Price** 18,000 gp (DC 28) **Weight** 2 lbs
This fully concealing black leather mask covers the entire face and neck, and features a slitted visor incorporating dull gunmetal slats and one-way mirrored glass that reveals nothing of the wearer.

While wearing the Ninja Commando's Mask, the character gains a +4 competence bonus on Stealth checks and can use *silence*, centered on the mask itself, at will. The wearer gains Darkvision 60 ft while the mask is donned, or improves existing Darkvision by +30 ft. If the wearer has at least 10 Hit Dice, this functions as *see in darkness* instead.

However, if the wearer speaks or makes any voluntary vocal noise while wearing this mask, the Ninja Commando's Mask loses all magical properties and becomes useless for 1d4 days.

Construction
Requirements Craft Wondrous Items, creator must have 5+ ranks in Stealth, *cat's grace, silence*
Cost 9,000 gp (DC 25)

MASK, WEAPON MASTER'S

Aura faint abjuration and transmutation **CL** 7th
Slot face and head **Price** 24,000 gp (DC 29) **Weight** 3 lbs
Each Weapon Master's mask is individually forged of advanced smart-metals, intricately etched with intricate designs and the sheen of precious, rare-earth metals. Microcomputers and sensors on the underside translate the twitches of the wearer's facial muscles into movement of the slightly malleable alloy, granting the Weapon Master's Mask expression. Sensory data gathered by the mask's computers are fed directly into the wearer's optic nerve.

The Weapon Master's Mask provides a full life-support aura, which functions as the *space suit* property. While wearing the mask, the character can perceive unencrypted radio/television and wifi signals, and gains Darkvision 60 ft and lowlight vision. While wearing the Weapon Master's Mask, the character is treated as possessing the Dead Aim and Far Shot feats.

Construction
Requirements Craft Wondrous Items, *dataread, darkvision, emergency space suit, true strike*
Cost 12,000 gp (DC 26)

MECHA-MORPH CONSOLE

Aura moderate transmutation **CL** 10th
Slot none **Price** 60,000 gp (DC 32) **Weight** 30-60 lbs depending on model
Mecha-Morph Consoles are Technysian technology, which allow indigenous machines the shape-changing versatility, stealth design and firepower of true Battlechangers. It requires a full mechanical refit in a well-equipped mechanic's shop to install a Mecha-Morph Console into a vehicle. The Mecha-Morph Console can be installed in place of the firewall and driver's or pilot's controls of virtually any vehicle, adding a new, well-designed and ergonomic new control panel with lots of new capabilities. Once installed, a Mecha-Morph Console cannot be removed without completely disassembling the vehicle.

Once a Mecha-Morph Console is installed in a vehicle of any type (which can be a land, air, sea, or space vehicle), the vehicle gains the Battlechanger subtype and a 2 point Fuelon reserve. The vehicle gains a new vehicular alt-mode of the creator's choice, of a size category within one step of the base vehicle's size. The vehicle gains a new integrated weapon worth 3 Shannix, which is usable only in its vehicular alt-mode.

Similar Items
Highly specialized Mecha-Morph Consoles allow the vehicle to assume a primitive alt-mode, usually a robotic dinosaur or insect. These Consoles are much pricier, and add *beast shape III* to the construction requirements. They have a purchase price of 95,000 gp (DC 33) and are caster level 15th.

Construction
Requirements Craft Wondrous Items, creator must be a Battlechanger, *metamorphic adaptation*
Cost 30,000 gp (DC 30)

MOUSE RIBBONS

Aura faint illusion **CL** 3rd
Slot belt **Price** 1,600 gp (DC 19) **Weight** negligible
Many mouse and rat Anthros wrap their long, naked tails in white gauze, for good luck on all the jobs that require them to hide in the shadows.

If actually worn as a belt, or threaded through belt loops or at the waist, Mouse Ribbons provide the character with a +3 competence bonus on Stealth checks. If actually worn by an Anthro with a functioning tail, the competence bonus on Stealth checks is +5 instead.

Construction
Requirements Craft Wondrous Items, *silence*
Cost 800 gp (DC 17)

PENDANT, BEAST MASTER'S

Aura moderate conjuration **CL** 9th
Slot neck **Price** 43,000 gp (DC 31) **Weight** 2 lbs
This plate-sized iron pendant is much like a flattened, vaguely abstracted compass rose hanging from a heavy iron chain, crudely painted in bright orange and sky blue colors.

While wearing the Beast Master's Pendant, the character is treated as possessing a ranger's *wild empathy* class feature. The wearer can use *charm animal* up to three times per day and may use *summon nature's ally V* once per day.

Construction
Requirements Craft Wondrous Items, *charm animal, summon nature's ally V*
Cost 21,500 gp (DC 29)

PENDANT, CONFIDENCE CORE

Aura strong transmutation **CL** 11th
Slot neck **Price** 35,000 gp (DC 30) **Weight** negligible
A Confidence Core Pendant resembles a thumb-sized, conical silver and crimson drill bit on a silver chain. When the wearer's confidence and sense of self is at its highest, when they are most assured of their courage and purpose, the drill begins to rapidly vibrate, spin and pulse with pinkish light.

As a full round action, the wielder can attempt a DC 22 WILL Save. If this save is successful, the wearer and any powered armor or Mecha they are currently piloting benefits from the *crisis upgrade* spell. This effect ends if the wielder removes or exists the armor or Mecha, or if the wielder rolls a natural 1 on any WILL Save (though rerolling the saving throw negates this effect unless a second natural 1 is rolled.)

If the wearer fails the activation WILL Save, the Confidence Core Pendant cannot be used again for 3d6 hours. If the wearer has confirmed a critical hit within one minute of the activation attempt, he or she gains a +5 circumstance bonus on the activation WILL Save.

Construction
Requirements Craft Wondrous Items, creator must possess Iron Will and Improved Iron Will, *crisis upgrade*
Cost 17,500 gp (DC 28)

PENDANT, CROSS-MATING'S REWARD

Aura strong transmutation **CL** 9th
Slot neck **Price** 43,200 gp (DC 31) **Weight** negligible
Anthro sacred prostitutes of the Mates are extremely evangelistic. Sexual communion with a believer strengthens both participants' faith, and a carnal encounter can sometimes awaken new believers to the Mates' worship. For some, giving non-Anthro outsiders a chance to spend a few hours in fur creates not only a new convert, but a powerful new Anthro ally.

The Cross-Mating's Reward necklace is a colorful, intricately braid of bright beads and rainbow leather worn by the Mates' clergy and sacred *horae*, which is often temporarily gifted to a non-Anthro. If a non-Anthro wearing this pendant has a consensual sexual encounter with any Anthro, their body changes to match their Anthro partner's. The non-Anthro creature transforms into an Anthro of the same type and general physical capabilities as their Anthro lover, as per a temporary version of the *trans-furmation* spell.

This transformation normally lasts for the duration of the sexual encounter, plus an additional period determined by

Perform (sexual) Check DC	Transformation's Duration
DC 15	One hour after sexual encounter ends
DC 20	2d6 hours after sexual encounter ends
DC 25	1d3 days after sexual encounter ends
DC 30	Permanent

the wearer's Perform (sexual) check result. The wearer can remove the pendant at any time to end the effect and return to their original form.

If the wearer's Perform (sexual) result is enough to achieve a permanent result, the pendant must be worn continually for at least one week before the transformation becomes an instant (and permanent) effect. If the wearer removes the Cross-Mating's Reward prior to this period he or she immediately resumes their original form.

Construction
Requirements Craft Wondrous Items, *trans-furmation,* creator must be an Anthro worshipper of the Mates, the Mutt or Breeder Oblix
Cost 21,600 gp (DC 29)

PENDANT, HEROIC

Aura faint enchantment **CL** 2nd
Slot neck **Price** 2,200 gp (DC 20) **Weight** negligible
A simple, round cut gem of some strong, shining color inset into a simple brass or golden disk, worn on a thick leather band – these necklaces are worn by young adventurers throughout the Multiverse. Two varieties of Heroic Pendant exist: one with a stone of warm hue, the other with a stone with a cooler color.

- A Heroic Pendant with a cool colored stone (sapphire, emerald, ect) provides the wearer with a +1 luck bonus to Armor Class.
- A Heroic Pendant with a hot colored stone (ruby, tourmaline, ect) provides the wearer with a +1 luck bonus to attack rolls.

Construction
Requirements Craft Magic Arms and Armor, *gallant inspiration*
Cost 1,100 gp (DC 18)

PENDANT, MATE'S BLESSING

Aura faint transmutation **CL** 1st
Slot neck **Price** 1,000 gp (DC 17) **Weight** negligible
This popular charm is often presented to young Anthro lovers who have chosen a mate with a radically different morphology. The Mate's Blessing is a small, erotic silver or gold charm on a simple chain of the same metal.

When worn by a creature who has chosen the Mates as a patron deity, the character is under a constant *fertility control* and *comfortable act* effect, allowing them to safely and enjoyably take lovers of a variety of species.

Similar Items
This item might also be found as a ring, genital or nipple piercing (belt or body slot), or as a facial piercing or nose-ring (face slot). Sexually positive occultists worshipping other deities might manufacture similar items for their co-religionists.

Construction
Requirements Craft Wondrous Items, *comfortable act, fertility control,* creator must have chosen the Mates as a patron deity
Cost 500 gp (DC 15)

PENDANT, TECHNOLOGIC HEART

Aura strong universal **CL** 13th
Slot neck **Price** 118,300 gp (DC 34) **Weight** 1 lb
Worn on a thick, golden chain this heavy pendant is a square-cut ruby that occasionally flashes with internal fire. When worn, it is hot against the skin. When pulled away from the wearer's body, static discharges flare.

While wearing the Technologic Heart, the wearer gains the Awakened Heritage (Genesis) feat as a racial bonus feat. The wearer ceases to age, and becomes immune to aging effects, death effects and ability score damage/drain. The wearer has no maximum age while the Technologic Heart is worn; however, if the pendant is removed these effects immediately end. If the wearer is beyond the maximum age for its species, when the pendant is removed, they immediately die from old age.

Special: Only creatures without the Lifespawn subtype can wear this pendant; it offers no benefit and does not bond with creatures that are always Lifespawn.

Construction
Requirements Craft Wondrous Items, creator must have Awakened Heritage (Genesis) or the Battlechanger subtype, *limited wish*
Cost 59,150 gp (DC 32)

PENDANT, VENOMOUS

Aura moderate necromancy **CL** 6th
Slot neck **Price** 32,000 gp (DC 32) **Weight** ½ lb
This oversized necklace is shaped as a cobra twisted into a twining ampersand shape, hammered out of slightly tarnished bronze and gold, slick with verdigris. The heavy golden chain is equally tarnished.

While wearing a Venomous Pendant, the wearer's natural venom becomes more potent. Increase the FORT Save DC of any poison attack possessed by the wearer by +4; the secondary damage from this poison also inflicts 1d3 CON per interval. The Venomous Pendant has no effect if worn by a creature without a poison attack.

Construction
Requirements Craft Wondrous Items, *poison*
Cost 16,000 gp (DC 27)

PENDANT, WOLFSSEGEN

Aura faint enchantment **CL** 3rd
Slot neck **Price** 4,200 gp (DC 23) **Weight** negligible
A simple charm made from three colors of knotted leather (red, black and white) is worn as a necklace. The wolfssegen is intended to protect from wolves, but it also provides a valuable defense against vicious predators of all breeds, including feral Anthro hunters.

While wearing the wolfssegen, the character cannot be tracked by scent and appears to have no odor. In addition, natural attacks against the wearer made by creatures either of the Animal type or the Anthro subtype suffer a -1 luck penalty.

Construction
Requirements Craft Wondrous Items, *bane, pass without trace*
Cost 2,100 gp (DC 20)

PERIAPT OF CHI

Aura faint abjuration **CL** 6th
Slot neck **Price** 4,000 gp (DC 23) **Weight** negligible
This simple cord necklace is woven with a concealed gold and copper thread that channels the body's energy. While wearing the Periapt of Chi the character receives a +2 resistance bonus on FORT Saves.

Construction
Requirements Craft Wondrous Items, *resistance*
Cost 2,000 gp (DC 20)

POCKET DOLLHOUSE

Aura strong conjuration and universal **CL** 13th
Slot none **Price** 68,000 gp (DC 32) **Weight** 1 lb (inactive)
This tiny miniature dollhouse folds up into a flattened disk with a clamshell cover – everything in the doll house folds flat on cunningly jointed seams. The toy responds to its user's wishes as much as their fingers. The tiny pieces of furniture can be folded, transformed, removed and replaced at whim to turn the tiny room pictured into a bedroom, or a library, or a kennel, a hospital room, or virtually anything else, with tiny 1/72nd scale accessories and furniture to match.

Once per day, the owner of the Pocket Dollhouse can manipulate and reconfigure the dollhouse into any room of the owner's choosing. Doing so requires five minutes; once the dollhouse is assembled to the user's satisfaction, he or she merely sits it in an open space, and the Pocket Dollhouse folds out into a tiny, single room structure similar to a *secure shelter.*

The created room has any mundane fixtures or furnishings the user desires, which can be used as a skill kit of the user's choice. The room created as any devices or high tech equipment the user wishes, provided these devices are available to the general public. Unique, magical or psionic items cannot be created. For instance, if the user creates a hospital room with the Dollhouse, the room would be furnished with one or more hospital beds, IV stands, monitoring equipment, as well as medical supplies and first aid kits. Conjured items cannot be removed from the room, and vanish when the effect's duration expires.

Construction
Requirements Craft Wondrous Items, *limited wish, secure shelter*
Cost 34,000 gp (DC 30)

RABBIT'S SOCKS

Aura moderate transmutation **CL** 5th
Slot feet **Price** 28,000 gp (DC 29) **Weight** negligible
Humans consider rabbit's feet lucky, and rabbit Anthros consider these enchanted, pastel cotton socks (always with a knit rabbit's paw on the bottom in a complementary color) to be equally lucky.

While wearing Rabbit's Socks, the character gains a Burrow speed of 20 ft, which only allows burrowing through unworked earth or loose sand. In addition, the wearer is under a continual *fertility control* effect, save that this effect is designed to dramatically increase fertility. Finally, the wearer gains a +1 competence bonus on Acrobatics checks and Craft (structural) checks made to construct subterranean structures.

Construction
Requirements Craft Wondrous Items, *anthro adaptation, canny effort, fertility control*
Cost 14,000 gp (DC 27)

RAMMING WRAPS

Aura faint transmutation **CL** 3rd
Slot headband **Price** 4,500 gp (DC 23) **Weight** negligible
These heavy, durable wool, leather or even rubber tubes are usually brightly colorful, and come in a matched pair designed to fit over a pair of horns or antlers. When donned, the horns or antlers become even heavier, sharper and more impressive.

While wearing Ramming Wraps, the Anthro's Gore natural weapon attack inflicts damage as if he were a creature two size categories larger than his base size.

Special: Only Anthros with a Gore natural weapon described as horns or antlers can benefit from this magic item.

Similar Items
Equine Anthros with hoof stomp (bludgeoning) natural weapons sometimes wear ***Fighting Wraps*** which function similar, enhance that attack form and occupy either the hands or feet magic item slot. ***Tiger's Wraps*** occupy the same slots but enhance claw (slashing) natural weapons, and are popular with feline, canine and ursine Anthros.

Construction
Requirements Craft Wondrous Items, creator must be an Anthro, *bull's strength*
Cost 2,250 gp (DC 21)

RIFTING QUIVER

Aura strong conjuration **CL** 12th
Slot none/weapon **Price** 12,000 gp (DC 26) **Weight** 5 lbs
This bulky black quiver is sewn from glossy black leather which always gleams with pinkish-purple reflections, regardless of prevailing light conditions, like it is always bathed in strange neon.

The Rifting Quiver can produce an infinite number of **+1 javelins.** Only one *+1 javelin* is created at a time, and when thrown, it vanishes as soon as the attack roll is resolved, whether it hits or misses. In addition, each dawn, 1d3 Rifting Javelins appear within the Rifting Quiver. If not used before the following dawn, these glowing javelins vanish without a trace.

Construction
Requirements Craft Wondrous Items, *plane shift*, creator must be an Outsider
Cost 6,000 gp (DC 24)

RING, HERMAPH

Aura faint transmutation **CL** 3rd
Slot ring **Price** 3,000 gp (DC 23) **Weight** negligible
Forged from gleaming black metal carved with complex and explicitly sexual motifs, these rings are common among Nemesis Lifespawn, as well as Anthro xeno-breeders. Galactic law considers these dangerous, often illegal artifacts, outside of registered clergy of the Nemesis or the Mates.

While wearing the Hermaph Ring, the wielder can change their gender at will, becoming male, female or bi-gendered as desired, as well as gaining feats and powers resisted to either gender. While in a male configuration, the wearer can impregnate females of virtually any intelligent species and produce viable hybrid offspring; the wearer cannot be impregnated in female configuration while this ring is worn.

Construction
Requirements Craft Magic Arms and Armor, *alter self, fertility control,* creator must have Awakened Heritage (Nemesis) or be an Anthro
Cost 1,500 gp (DC 19)

RING, FUNCTION-X

Aura faint transmutation **CL** 5th
Slot ring **Price** 10,000 gp (DC 26) **Weight** negligible
This ring is made from puzzle-like overlapping scales of orange metal. By twisting and manipulating these tiny, irregular scales in an intuitive way, a Battlechanger wearer can gain useful new 'gadget' alt-modes, customized to the needs of the situation.

A wearer with the Battlechanger subtype gains a new gadget alt-mode of their choice when this ring is donned. With one minute of concentration, the wearer can replace this new alt-mode with a different alt-mode of their choosing. The wearer can change their gadget alt-mode as often as once per 24 hours. A non-Battlechanger gains no benefit from this ring.

Construction
Requirements Forge Ring, *metamorphic adaptation*
Cost 5,000 gp (DC 23)

RING, MAKING

Aura moderate transmutation **CL** 10th
Slot ring **Price** 14,500 gp (DC 27) **Weight** negligible
Four tiny equipment modules, each only slightly larger than an apple seed, are spaced equidistantly around the circumference of this dull golden ring. These tiny equipment pods occasionally flash with dim light, as nearly microscopic machines operate inside.

While wearing the Making Ring, the wearer gains a +5 competence bonus on all Craft check to produce high tech items. In addition, any magical item worn by the character, including magical armor and magical weapons carried by the character gains the equivalent of the *impervious* magic armor property, even if it a type of item this property would not normally apply to.

Construction
Requirements Forge Ring, *fabricate, make whole,* creator must have either the Awakened Heritage (Genesis) feat or the Battlechanger subtype
Cost 7,250 gp (DC 25)

RING, PANIC FIELD

Aura strong evocation **CL** 10th
Slot ring **Price** 20,000 gp (DC 28) **Weight** negligible
This wide dull-silver band covers three fingers on even a big man's knuckles. A subtly recessed ovoid ruby is worn facing the palm. When displayed, it flares with pinkish iridescence, projecting a dome of nearly indestructible light.

Once per day, the Panic Field Ring can be displayed to create a spherical effect identical to a *wall of force*, centered on the wearer. The wearer decides whether this spherical force field is 20 ft, 30 ft or 50 ft in diameter. Once created, the forcefield's duration cannot be changed, and the forcefield persists until the effect's duration expires or it is destroyed.

Construction
Requirements Forge Ring, *wall of force*
Cost 10,000 gp (DC 26)

RING, TOUCAN'S

Aura faint transmutation **CL** 3rd
Slot ring **Price** 6,000 gp (DC 24) **Weight** negligible
Follow your nose to this smooth, highly polished stone ring with its rainbow of colors. Once donned, the wearer's nose and lips change shape, becoming a big, bold and colorful toucan's beak.

While wearing the Toucan's Ring, the character gains the scent special quality. In addition, they can relax their head and body, allowing head to loll and their beak point in the direction of any one of the following:

- True north
- The wearer's home or lair or any place they have lived for at least one month
- The nearest source of potable water
- Edible, free growing fruits

The wearer can 'follow their nose' up to three times per day; doing so is a full round action.

Construction
Requirements Forge Ring, *anthro adaptation*
Cost 3,000 gp (DC 22)

SECOND WOMB OF THE ANIMALS

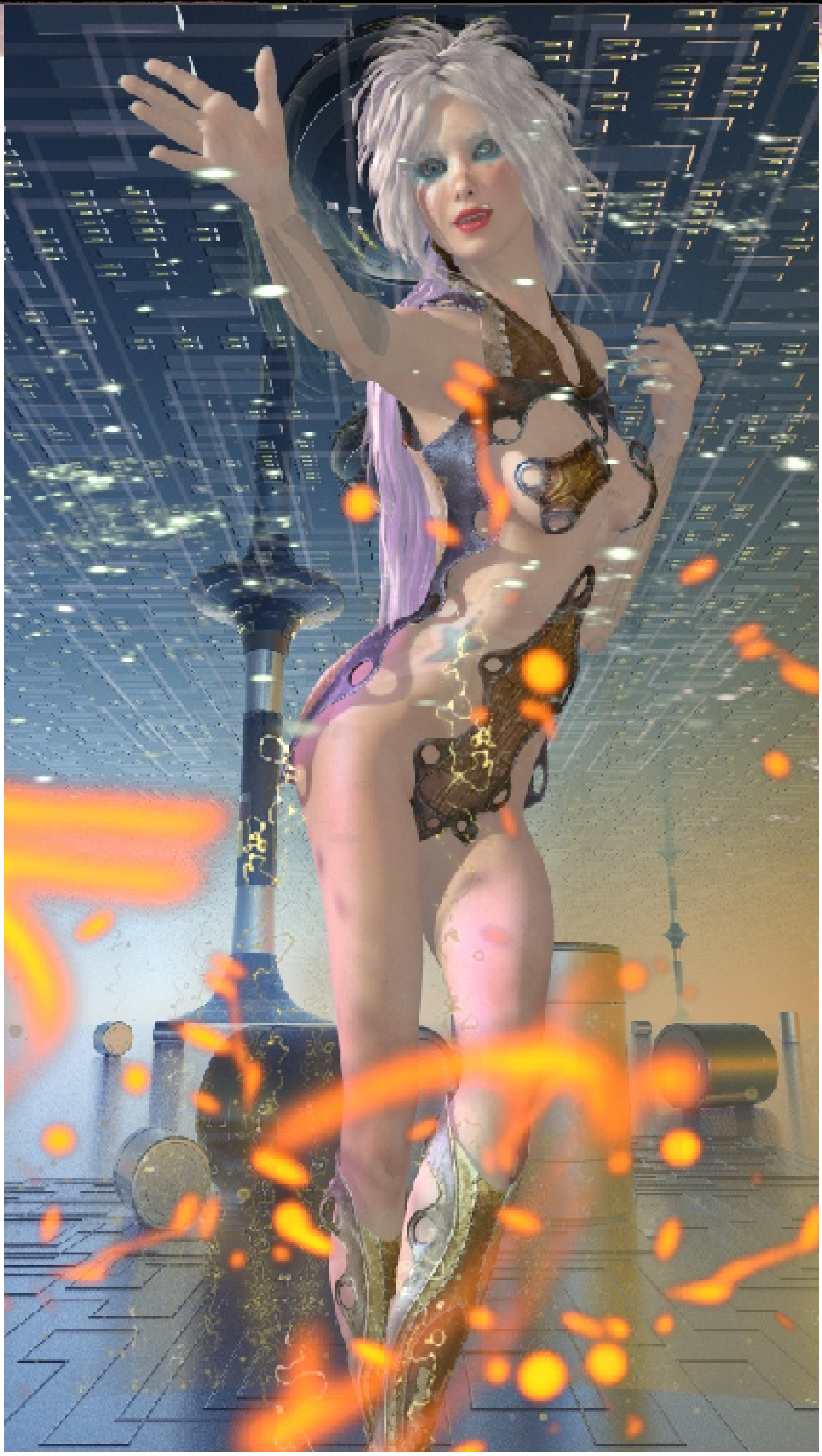
Aura moderate transmutation **CL** 10th
Slot none **Price** 46,000 gp (DC 31) **Weight** 600 lbs
This enormous, ancient cauldron is forged from old, heat-scarred black iron, with faintly raised reliefs depicting man, animal and Anthro in harmony around its circumference. In many places, the images are worn down by generations upon generations of fingers touching the icons in supplication.

Any Large or smaller Humanoid or Monstrous Humanoid corpse, dead less than a week, that is placed in the cauldron is affected by a very specific form of the *reincarnation* spell. This version of the spell requires the cauldron and the corpse inside to be buried completely in the earth or within a natural cavern, and left overnight; if the magic functions the cauldron and transfigured being within rise through the ground at the next dawn. This spell also requires that one or more animals be sacrificed and their remains placed wholly or partially (depending on the sacrifice's size) with the corpse, along with 100 gp worth of occult herbs and anointing oil per HD of the creature to be *reincarnated*. This spell otherwise functions normally.

The slain creature always returns to life as an Anthro, whose form and abilities are determined by the animals sacrificed to the cauldron. For example, a corpse interred with a ritually slaughtered dog would emerge as a canid Anthro, while one buried with the corpses of several birds would return to life as an avian Anthro. Hybrid Anthros or those with especially strange powers require equally exotic creatures to be sacrificed.

The Second Womb of the Animals will only function once per month.

Construction
Requirements Craft Wondrous Items, *reincarnate*, creator must be an Anthro
Cost 23,000 gp (DC 29)



SHOWTIME EARRINGS

Aura moderate enchantment **CL** 9th
Slot head **Price** 13,800 gp (DC 27) **Weight** negligible
These big star shaped earrings aren't cut from any kind of glass, gem or polymer, but instead seem to be solidified light itself. Touching the earrings wraps the wearer in an illusory guise that's incredibly beautiful and vivacious, their outfit and body seeming to change in a shower of rainbow luminescence.

Once per day, the wearer can transform into a "performance form", via the Showtime Earrings. Doing so provides an *eagle's splendor* effect, which also makes any cosmetic changes the wearer desires via *disguise self.* The performance form must always appear dramatically different than the wearer's true identity. Once a creature dons Showtime Earrings, her performance form is set, and always appears similarly.

The duration of the performance form is indefinite. It lasts for the duration of a performance (which can be a mundane performance or Bardic performance) plus two rounds. The wearer can extend this duration by continuing to make new Perform checks. If the wearer goes more than three consecutive rounds without performing, she returns to her ordinary form.

Construction
Requirements Craft Wondrous Items, creator must be a Bard, *disguise self, eagle's splendor, heroism*
Cost 6,900 gp (DC 24)

SHOWTIME WIG

Aura strong conjuration **CL** 16th
Slot headband **Price** 42,200 gp (DC 31)
Weight negligible
This hot pink, wildly styled wig glows like light itself was trapped within the fibers.

The Showtime Wig provides the wearer with a +4 competence bonus on Perform (sing and dance) checks and a +1 competence bonus on attack rolls with any Musical or Superior Musical weapon based on either skill. In addition, once per day the wearer can cast *rainbow stage.*

Special: If the wearer is also equipped with Showtime Earrings, she may choose to use *stellar stage* rather than *rainbow stage*.

Construction
Requirements Craft Wondrous Items, creator must be a Bard, *rainbow stage, stellar stage*
Cost 21,100 gp (DC 29)

STAFF, ENGINEERING WRENCH

Aura strong transmutation **CL** 10th
Slot none **Price** 62,500 gp (DC 32) **Weight** 3 lbs
This 'staff' is a bulky, black aluminum engineer's adjustable wrench with heavy non-conductive orange grips. Proximite glyphs, printed in black on against the orange grips, offer traditional prayers to machine spirits.

The Engineer’s Wrench allows the use of the following spells, each costing one or more charges. A newly created Engineer’s Wrench has 50 charges.

- Century Machine
- Custom Mod
- Electronic Inventory
- Maintenance Coffin
- Pit Crew’s Speed
- Robotic Logic
- Security Corridor
- Work Around

As long as the Engineer’s Wrench has at least one charge remaining, the user can use any of the following spells, which do not expend charges.

- Hard Reboot
- Recharge Droid Tools
- Reconfigure Star Droid

Construction
Requirements Craft Staff, creator must be Proximite, Free Spacer, Shipper or a similar nomadic race, *century machine, custom mod, electronic inventory, hard reboot, maintenance coffin, pit crew’s speed, recharge droid tools, reconfigure Star Droid, robotic logic, security corridor, work around*
Cost 31,250 gp (DC 30)

STAFF, FROST-STAR

Aura strong evocation (cold) **CL** 18th
Slot none **Price** 80,000 gp (DC 33) **Weight** 5 lbs
The haft of this ornate mage’s staff is frosted glass stronger than adamantine. The ornate head is a stylized, translucent alchemical glass snowflake with a heart of pale diamond surrounded by an eternal mist of impossible coldness.

The Frost-Star Staff allows the use of the following spells, each costing one or more charges. A newly created Frost-Star Staff has 50 charges.

- Endure Elements (cold environments only)
- Holy Ice (2 charges)
- Ice Storm (2 charges)
- Resist Energy (cold only)
- Sleet Storm
- Unshakable Chill

In addition, the wielder can expend a charge from the Frost-Star Staff as an immediate action to change the energy type of any evocation spell she casts from the default type to Cold damage. The spell gains the Cold descriptor but no other properties of the spell change.

As long as the Frost-Star Staff has at least one charge remaining, the user can use any of the following spells, which do not expend charges.

- Create Water
- Frost Bite
- Ray of Frost

Construction
Requirements Craft Staff, *create water, endure elements, frost bite, holy ice, ice storm, ray of frost, resist energy, sleet storm, unshakable chill*
Cost 40,000 gp (DC 31)

STAFF, JUDICATOR

Aura strong abjuration and law **CL** 15th
Slot none **Price** 132,000 gp (DC 35)
Weight 5 lbs
Judicator Staves date back to the Second Iteration, carried by Senators and court officials during the performance of their duties as rulers. Fragmentary ghost-memories of the Senators found expression on myriad worlds, where similar staves are carried by high officials. Judicator Staves are long golden rods crowned by an elaborate sunburst design of sharp angles of varying lengths and electrically charged crystalline shards.

The Judicator’s Stave allows the use of the following spells, each costing one or more charges. A newly created Judicator’s Stave has 50 charges.

- Atonement (3 charges)
- Dictum (5 charges)
- Dimensional Anchor (7 charges)
- Discern Lies
- Order’s Wrath
- Zone of Truth

As long as the Judicator’s Stave has at least one charge remaining, the user gains a +8 competence bonus on all the following skills:

- Diplomacy, Intimidate, Knowledge (civics, history, religion), Sense Motive

Construction
Requirements Craft Staff, creator must be lawful, *atonement, dictum, dimensional anchor, discern lies, order’s wrath, zone of truth*
Cost 66,000gp (DC 32)

STOCKINGS, CANDYCANE

Aura moderate abjuration **CL** 10th
Slot feet **Price** 14,000 gp (DC 27) **Weight** negligible
These thigh-high cotton stockings are striped in thick, alternating bands of red and white. They symbolize purity, innocence and purpose.

Candycane Stockings provide the wearer with a +2 holy bonus to Armor Class as well as FORT Saves made to resist negative energy and death effects. While wearing Candycane Stockings the wearer restores an additional +1d3 HP with any successful Heal skill check.

Construction
Requirements Craft Wondrous Items, *deathward, shield of faith*
Cost 7,000 gp (DC 25)

STOCKINGS, PRIMARY

Aura moderate transmutation **CL** 10th
Slot feet **Price** 42,000 gp (DC 31) **Weight** negligible
These thigh-high cotton stockings are striped in bright red, blue and yellow bands and symbolize youth, vivacity and energy.

Primary Stockings provide the wearer with a +10 ft increase to her base landspeed and provide a +2 bonus to AC and REF Saves against attacks, traps and hazards that inflict either Fire or Force damage.

Construction
Requirements Craft Wondrous Items, *cat's grace, haste*
Cost 21,000 gp (DC 28)

TECHNO-PAK, MOBILITY

Aura moderate transmutation **CL** 11th
Slot body and shoulders **Price** 32,000 gp (DC 30)
Weight 25 lbs
Techno-Paks are heavy, full metal backpacks with a variety of functions. These bulky devices are worn like a backpack, though many of their integrated systems are built into the shoulder straps themselves. A Techno-Pak's function is always clear from the accessories and moving parts built into the device. A Flight Pak has large, aircraft-like wings which partially fold and compress when not aloft, while a Burrower Pak is powered by a large metal drill integrated into the breastplate. Other Paks have similar distinctions.

While wearing any Techno-Pak, the character gains a new movement mode.

Techno-Pak	Grants the Wearer	Spells Required
Burrower Pak	Burrow 30 ft	*beast shape III*
Flight Pak	Flight 60 ft (average)	*overland flight*
Mountaineer Pak	Climb 30 ft	*spideclimb*
Submarine Pak	Swim 30 ft plus the Amphibious quality	*coral skin*

Construction
Requirements Craft Wondrous Items, spell listed above
Cost 16,000 gp (DC 27)

TECHNO-PAK, PERSONA

Aura moderate enchantment **CL** 9th
Slot body, shoulder and helmet
Price 52,000 gp (DC 31) **Weight** 22 lbs
Techno-Paks are heavy, full metal backpacks with a variety of functions. These bulky devices are worn like a backpack, though many of their integrated systems are built into the shoulder straps themselves. A Persona Techno-Pak includes a bulky helmet built into the pack. Holographic projectors built into the open-faced helmet project strange images over the face of the character wearing the Techno-Pak in real time, making it appear the wearer has transformed into a robot, a painted hero, a savage or a beast.

The Persona Techno-Pak allows the wearer to assume a new face and with it, new powers. Three times per day, the wearer can assume any of the following faces as a standard action. Each transformation lasts three minutes, or until the wearer assumes a new face.

Bestial Face
The hologram of a snarling wolf's head appears over the wearer's own face.
The wearer gains the Anthro subtype, gains the scent ability, lowlight vision and Darkvision 60 ft. The wearer gains two claw attacks (1d8+STR modifier slashing, 20/x2).

Heroic Face
Odd, colorful war paint appears around the wearer's eyes and lips, and their features seem more chiseled and heroic. The wearer's attacks gain the *holy* property for the effect's duration.

Robotic Face
The wearer's face is replaced by the impassive steel features of a humanoid combat robot with glowing red eyes. The wearer is under the effects of *robotic logic* for the effect's duration.

Savage Face

The wearer's face becomes that of a green-skinned, snarling orc with massive tusks. The wearer is under the effects of *rage* for the effect's duration.

Similar Items

Evil creators might include a Wicked face rather than a Heroic face. This face applies the *unholy* weapon quality on all the wearer's attacks. When assumed, the wearer's face becomes that of a suave, red-skinned devil with short goatee and tiny horns on the forehead. Substitute *unholy blight* and an evil alignment in the creation requirements.

Others might include a Judgmental face rather than a Heroic face, which appears as a blindfolded woman with a somber expression, like Lady Justice herself. This applies the *axiomatic* weapon property. Another aligned alternative would be a Revolutionary face, which manifests as primary colored, abstract warpaint splashed across the face. This applies the *anarchic* weapon property. Substitute alignments and creation spells as necessary to create these variant Persona Techno-Paks.

Construction

Requirements Craft Wondrous Items, creator must be good, *holy smite, rage, robotic logic, superior anthro adaptation*

Cost 26,000 gp (DC 29)

TECHNO-PAK, RADAR

Aura strong divination **CL** 11th

Slot none **Price** 132,000 gp (DC 35) **Weight** 25 lbs

Techno-Paks are heavy, full metal backpacks with a variety of functions. These bulky devices are worn like a backpack, though many of their integrated systems are built into the shoulder straps themselves. The breast plate of a Radar Techno-Pak is dominated by an extremely durable LCD display screen. A colorful, data-saturated radar display with the wearer in the center is constantly swept for threats.

While wearing a Radar Techno-Pack, the character is under a constant *true seeing* effect and gains blind sense 90 ft.

Construction

Requirements Craft Wondrous Items, *true seeing*

Cost 66,000 gp (DC 32)

TORQUE OF EXTENSION

Aura faint transmutation **CL** 5th

Slot neck **Price** 6,500 gp (DC 24) **Weight** 5 lbs

This thick set of interlocked silver bands fits tightly around the wearer's throat like a torque. Tiny green gems set into the polished alloy pulse rhythmically with a pale emerald light. The intricately-machined bands twist slowly around the wearer's throat, forming new and increasingly complex patterns of light and silver.

While wearing a Torque of Extension, the character benefits from the Long Necked racial trait. The wearer can extend his throat as a move equivalent action, stretching his neck to incredible lengths. The wearer can wearer can extend his head up to 30 ft away from his body, and flex his long neck around corners or through openings as small as 1 ft square. The spell caster can calculate line of effect for spells from his head's position rather than his body's.

In addition, the wearer may wear an additional item slot on his neck, in addition to the Torque of Extension.

Finally, the Torque of Extension prevents the wearer from being decapitated by a critical hit from a weapon with the Vorpal property or similar hazards.

Construction

Requirements Craft Wondrous Items, *anthro adaptation*

Cost 3,250 gp (DC 22)

UPGRADE UNLOCK

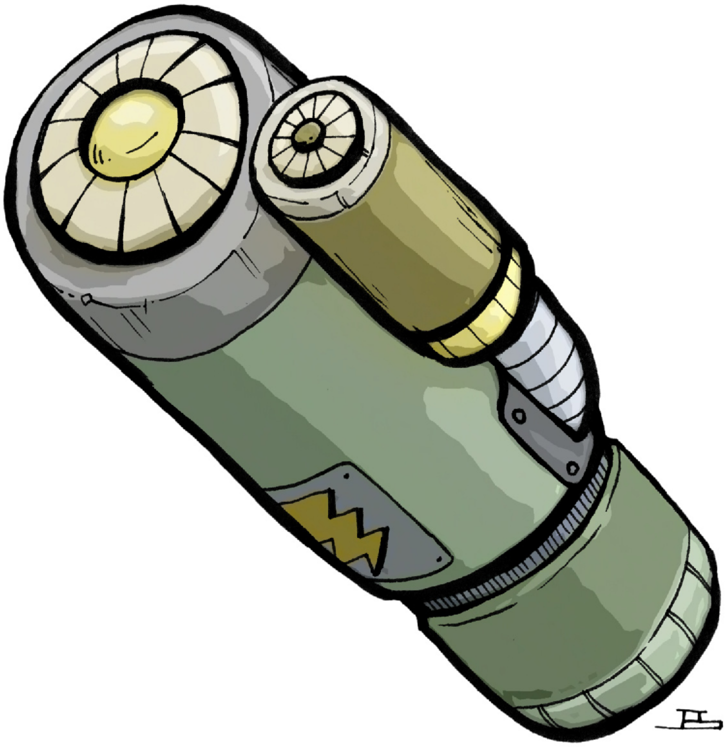
Aura strong transmutation **CL** 11th

Slot none **Price** 26,400 gp (DC 29) **Weight** 2 lbs

These Technysian devices resemble a futuristic key with a roughly trapezoidal blade made of semi-translucent amber crystal, veined with intricate circuitry. All Battlechangers, whether they have discovered it yet or not, have an upgrade port somewhere on their anatomy that can accept an Upgrade Unlock. (Discovering a previously undetected *Upgrade Unlock* port on a Battlechanger requires a DC 18 Heal check.) In Technysian society, Upgrade Unlock keys are prized artifacts, only bequeathed to loved ones or heirs upon the original owner's death, never sold. They are occasionally taken as trophies from defeated adversaries.

Once per day, the Upgrade Unlock can be inserted and turned as a standard action. When activated, the Upgrade Unlock functions as a *crisis upgrade* spell with a duration of 11 hours. During this time the Battlechanger benefits from a single *crisis upgrade* effect.

During the primary unlock's the Battlechanger can turn the key farther, gaining a second upgrade option of their



choice, but shortening the remaining duration to one hour. This secondary unlock can only be used if there are at least three hours remaining in the primary unlock's duration.

Construction
Requirements Craft Wondrous Items, creator must be a Battlechanger, *crisis upgrade*
Cost 13,200 gp (DC 27)

VELOCITY MODE COG

Aura strong conjuration **CL** 10th
Slot none **Price** 65,000 gp (DC 32) **Weight** 5 lbs (inactive)
This fist-sized metallic sphere is geometrically perfect, yet instead of a single forged orb of metal, it is composed of countless tiny gears and shifting components which never stop moving yet never lose their perfectly spherical configuration.

The Velocity Mode Cog can be inserted into any grade of Powered Armor to give the armor a new capability. The Velocity Mode Cog can not be placed in temporary Powered Armor, such as that created by the *call powered armor* spell nor by similar effects. Once inserted in Powered Armor, it requires a DC 35 Craft (mechanical) check to remove the Cog. If the Powered Armor is destroyed, the Cog appears in an open square adjacent to the destroyed armor.

Once the Velocity Mode Cog is inserted, the Powered Armor's pilot can initiate Velocity Mode as a swift action. While in Velocity Mode, the wearer and her armor compress painlessly into a spherical shape; the only action other than movement the wearer can take is to end the Velocity Mode as a swift action.

While in Velocity Mode, the wearer's base landspeed is increased by x4, ignoring the reduction for wearing heavy armor (so a base land speed of 30 ft becomes 120 ft), and the wearer gains access to the Run feat. The wearer can ignore the effects of up to 20 ft of difficult terrain while moving in Velocity Mode.

Special: A creature with the Battlechanger subtype can insert the Velocity Mode Cog into their own anatomy, rather than a suit of powered armor, gaining the item's benefit as an innate ability.

Construction
Requirements Craft Wondrous Items, *call powered armor, haste*
Cost 32,500 gp (DC 30)

WILD TOTEM

Aura moderate transmutation **CL** 10th
Slot neck **Price** 25,000 gp (DC 29) **Weight** negligible
A Wild Totem is an African fetish – a ceramic sculpture resembling a wild dog's snarling visage, worn on a short leather throng decked with brown, red and orange beadwork.

The Wild Totem allows the wearer to transform into an animal form, duplicating the effects of *beast shape III,* up to three times per day. In order to transform into a specific type of animal, a living example of that animal species must be visible to the wearer within 300 ft at the instant of transformation.

For example, if the wearer wished to transform into an elephant, a living elephant must be nearby. The wearer can control minor aspects of their transformation, such as the coloration, gender or physical appearance of the animal they transform into, however. They do not need to exactly duplicate the exemplar animal.

Construction
Requirements Craft Wondrous Items, *beast shape III*
Cost 12,500 gp (DC 26)

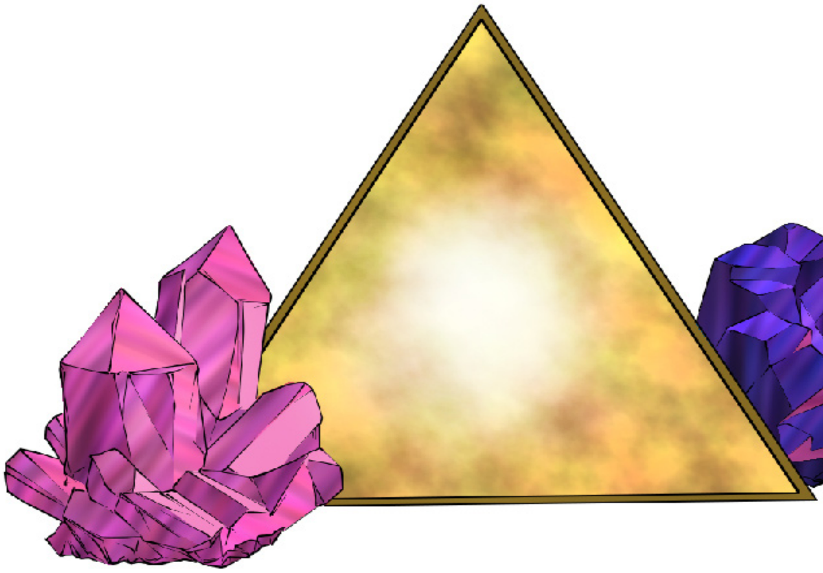
WING PIERCINGS

Aura faint transmutation **CL** 3rd
Slot shoulders **Price** 3,200 gp (DC 22) **Weight** negligible
These heavy golden rings can be pierced through the musculature of Anthro wings without impeding flight, and are popular decorations among avian and bat Anthros,

though they remain fairly niche among insect-blooded Anthro fliers.

While wearing Wing Piercings, an Anthro with the Winged Flight trait gains the ability to fly while wearing up to Medium armor and carrying up to a Medium load.

Construction
Requirements Craft Wondrous Items, *bull's strength*
Cost 1,600 gp (DC 19)



CONSUMABLE ITEMS

(Cn) indicates a Consumable item

ALE, DEAD DOG (CN)

Aura moderate conjuration **CL** 9th
Slot none **Price** 3,375 gp (DC 22) **Weight** negligible
The all-canine and very appropriately named Dead Dog Brewing Company produces this fine dark beer. Dead Dog Ale is only sold in glass bottles, with a faux-Victorian lithograph of a canine Anthro centered on the label.

An Anthro who drinks a Dead Dog Ale (or an unconscious or slain one who has it poured down their throat) benefits from *breath of life*. Non-Anthros receive no real benefit from drinking Dead Dog Ale. Note that *breath of life* is normally too high-level a spell to be made into a potion, but the Dead Dogs have used a few Anthro-specific brewing secrets to find a way around that limitation.

Construction
Requirements Brew Potion, creator must be an Anthro, *breath of life*
Cost 1,688 gp (DC 20)

ALE, STENCHGRAIN STOUT (CN)

Aura moderate conjuration **CL** 5th
Slot none **Price** 750 gp (DC 17) **Weight** ½ lb (vial)
This heady, heavy ale looks and tastes a lot like good Guinness black and tan, but has a much stronger aroma. Non-Anthros rarely order this black beer, and only Anthros with stinking natural defenses themselves can really appreciate it.

Only characters with the Stench universal monster ability benefit from drinking Stenchgrain Stout. For one hour after drinking a dose, the character's stench *nauseates* a creature on a failed save, and the base FORT Save DC for the effect is increased by +4.

Construction
Requirements Brew Potion, creator must be an Anthro, *stinking cloud*
Cost 375 gp (DC 14)

ANTHRO-GEN MUTAGEN (CN)

Aura moderate transmutation **CL** 7th
Slot none **Price** 1,100 gp (DC 18) **Weight** 1 lb
This powerful mutagen glows a pale blue, like a clear summer sky. The mutagen's injector is kept in a relatively heavy, refrigerated metal tube until the chemical is needed. A QR code stamped into one end of the cylinder provides full data on the mutagen, safety precautions and prescriptions for use when scanned.

After injecting the Anthro-Gen Mutagen, a character becomes unconscious for 2d6 hours, during which time they are transformed into an Anthro as per the *transfurmation* spell.

This mutagen can be injected into a willing target as a full round action. If the target is not bound or otherwise helpless, it requires a melee attack (with the needle acting as an improvised weapon) to inject the chemical. In either case, an unwilling target gains a FORT Save to resist the mutagen's effect.

Similar Items
The ***Elixir of the Zodiac*** is a tiny iron and leaded glass jug sealed with a removable iron stopper. Glowing blue fluid fills the small amphora. A sign of the animal Zodiac is stamped into the metal stopper, indicating what kind of Anthro drinking this luminous fluid will create. This elixir is common on lower tech worlds, and functions identically to *Anthro-Gen Mutagen*.

The ***Transformative Pelt*** functions identically, and is a thick blanket tanned from the hide of exotic animal species with intricate knot-work and stitching on the back. The Pelt is wrapped tightly around the body of the creature to be transformed while ritual oils and incense are poured over the creature's bound form. The Trasnformative Pelt is common on lower tech worlds, and functions identically to *Anthro-Gen Mutagen.*

Construction
Requirements Brew Potion, *trans-furmation*
Cost 550 gp (DC 15)

AVATAR PROG (CN)

Aura faint illusion **CL** 5th
Slot none **Price** 500 gp (DC 15) **Weight** negligible
An Avatar Prog is a single-use circuit module that allows a Battlechanger to project a holographic avatar drawn from their personality. Once the electronic disk is plugged into a special port on the robot's hand, it allows the use of the *hardlight avatar* spell for up to five hours.

Special: Only Battlechangers can benefit from this magic item.

Construction
Requirements Craft Wondrous Items, *hardlight avatar,* creator must be a Battlechanger
Cost 250 gp (DC 13)

BATTLEBIRTH FLUIDS (CN)

Aura moderate transmutation **CL** 5th
Slot none **Price** 750 gp (DC 17) **Weight** 2 lbs
This partially transparent plastic and metal cylinder is roughly the size of an ordinary soda can, holding less than a liter of liquid. Inside is a sparkling reddish-orange liquid that suspends nearly microscopic metal particles within a blood-like matrix. This is the nourishing liquid found within a Technysian factory-womb, as close to amniotic fluid as a species of sexless machines can produce.

When the container is opened within the cockpit of any non-sentient Mecha, enough fluid rushes outward to completely fill the cockpit, no matter the size. For one minute after opening the container of Battlebirth Fluids, the pilot is considered to possess the *Kiss Merge* feat, and physically integrates with the Mecha. While merged, the pilot and Mecha become physically indistinguishable and the Mecha acts as if *hasted*. The pilot is considered *exhausted* for two minutes after the merge ends.

If other creatures are within the cockpit when the pilot spills out Battlebirth Fluids, they can breathe the strange liquid, but are considered *sickened* for 1d6 rounds after the effect ends.

Construction
Requirements Brew Potion, *haste*
Cost 375 gp (DC 14)

BATTLECHANGER NANITES (CN)

Aura moderate transmutation **CL** 7th
Slot none **Price** 1,050 gp (DC 18) **Weight** negligible
This hollow polymer pyramid is semi-transparent, allowing you to glimpse the thin, glittering golden liquid within. When gripped firmly in hand, the pyramid's edges instantly transform into injectors, rushing the liquid within into the user's bloodstream.

When the Battlechanger Nanites are injected, the user gains the Battlechanger subtype and gains the ability to speak and read one Battlechanger dialect of choice (often Tech-FG or Tech-EM). The user can now choose feats and traits restricted to Battlechangers.

Special: Only living creatures with discernable anatomies may utilize Battlechanger Nanites.

Construction
Requirements Brew Potion, *metamorphic adaptation*
Cost 525 gp (DC 15)

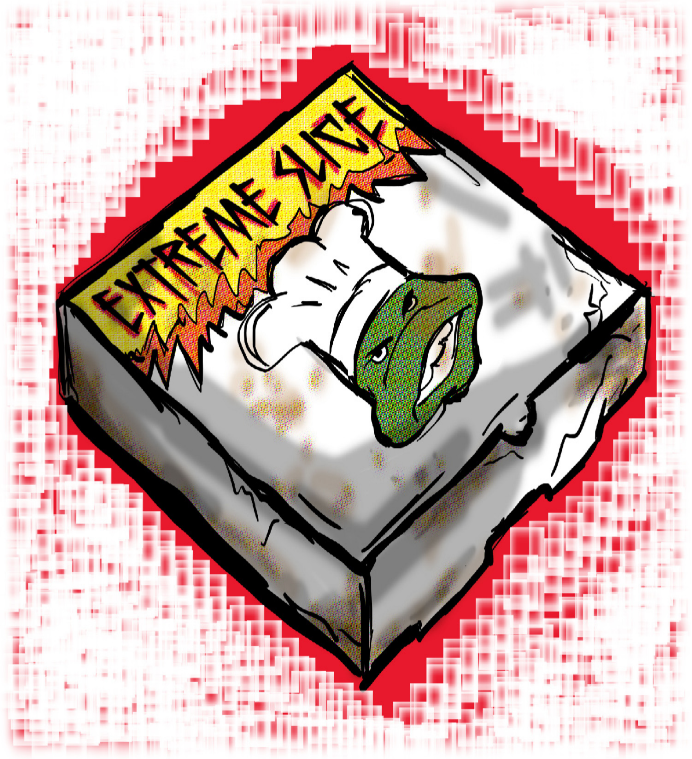
CANNED MOG-FOOD (CN)

Aura faint transmutation **CL** 1st
Slot none **Price** 250 gp (DC 13) **Weight** 1 lb (per can)
Feed your half-man, half-dog best friend something special when he's toiling away overhauling your starship's warp engines. Canned Mog-Food is sold in small tins packed with high-protein meat chunks. Shippers and Anthros swear by the stuff, but nobody else can keep the crap down.

For 24 hours after eating a can, time spent working any Craft check counts as sleep as well as complete bed rest.

Special: All races except Shippers, Anthros and other animalistic humanoids must succeed at a DC 12 FORT Save to keep Canned Mog-Food down. Failure indicates they vomit the stuff back up messily and waste the dose.

Construction
Requirements Brew Potion, *re-energize* or *yuppie workout*, creator must be a Shipper or Anthro
Cost 125 gp (DC 11)



EXTREME! SLICE (CN)

Aura moderate conjuration **CL** 5th
Slot none **Price** 3,300gp (DC 22) **Weight** 2 lbs
Extreme! Slice pizzas come in a cheap white cardboard box with a snarling turtle Anthro in a chef's hat on the lid. The best part, aside from the fact you can get any topping you'd ever want on one, is that the magic of the box keeps the pizza hot and fresh until the lid's lifted. There are Extreme! Slice pies out there that have been sitting forgotten for centuries, and they'll still be delicious and fresh the moment they're opened.

Each Extreme! Slice contains enough pizza to feed up to four Medium creatures. If eaten by an Anthro with the Extreme Anthro template, a slice of the magical pizza acts as *heroes' feast,* save that the pizza takes only a full round action to consume. All other creatures eating a slice of Extreme! Slice pizza treats the pizza slice as if it were a *goodberry.*

Construction
Requirements Brew Potion, creator must be an Anthro with the Extreme Anthro template, *goodberry*
Cost 1,650 gp (DC 20)

FERAL STONE (CN)

Aura faint transmutation **CL** 7th
Slot none **Price** 1,840 gp (DC 20) **Weight** negligible
This tear dropped shaped, sunset-orange stone traps a fabulous, animalistic nature within. A dark occlusion within the stone resembles a great cat's profile, its mouth open in a silent roar. The stone's owner can press it to their breast as a standard action; merging it to their skin, triggering an animalistic transformation. The stone's bearer becomes a regal lioness, a prowling tiger or a viscous panther with a hotly glowing gemstone at their breast.

The stone's bearer becomes a powerfully built feline Anthro for seven minutes. In this form, the character gains a +4 enhancement bonus to their DEX score, a +20 ft increase to their base landspeed. The character gains scent and Darkvision 60 ft, and gains two claw attacks appropriate for an Anthro of their size. The character is treated as an Anthro rather than a member of their base race for the effect's duration.

Similar Items

True Feral Stones function identically to a Feral Stone, save that once the stone is bonded to a host it remains permanently embedded in her breastbone. The bearer can transform into Anthro form once per day. If the bearer is slain, the True Feral Stone separates from their sternum and can be reclaimed. Once bonded, only death can separate a True Feral Stone from its bearer. A True Feral Stone occupies the neck item slot.

A True Feral Stone has a CL 12th, and a purchase price of 16,800 gp (DC 28).

Bright Wax is a Mantid equivalent to Feral Stones, which take the form of a flattened, hexagonal disk of amber wax etched with the eight-pointed star motif identical to that found on a *Brightstar Collar* or other Brightstar artifacts. Bright Wax is activated and used the same way.

The Bright Wax's bearer becomes a powerful, insectoid Anthro for seven minutes. In this form, the character gains a +4 enhancement bonus to their CON score, a climb speed equal to their land speed as well as scent and Darkvision 60 ft. The bearer becomes immune to poison. The bearer is treated as either a Mantid or Anthro rather than a member of their base race for the effect's duration.

Bright Wax has *bear's endurance* rather than *cat's grace* as a construction requirement.

Construction
Requirements Craft Wondrous Items, *cat's grace, superior anthro adaptation,*
Cost 920 gp (DC 17)

FUELON CRYSTAL (CN)

Aura faint evocation (least & lesser) or moderate evocation (greater)
CL 1st (least), 3rd (lesser) or 8th (greater)
Price 150 gp (DC 11) *least* 750 gp (DC 17) *lesser* 1,800 gp (DC 20) *greater*
Slot none **Weight** 5-40 lbs (5d8 lbs)
In its natural state, Fuelon is an iridescent purple-red crystal that glows brightly with its own strange internal light. Battlechangers ingest raw Fuelon crystals, either by swallowing them (in the case of Battlechangers with humanoid lips) or by inserting the crystals into a special fueling port somewhere on their body, often on the chest plate or forearm. Fuelon deposits naturally occur in several planets across the galaxy, including in remote locations on Earth and throughout the Solar System!

A *least Fuelon crystal* is grape-sized and restores 1 point to a Battlechanger's Fuelon pool when consumed.

A *lesser Fuelon Crystal* is roughly softball-sized and restores 1d4+1 points to a Battlechanger's Fuelon pool when consumed.

A *greater Fuelon Crystal* is roughly basketball-sized, and restores 3d6 points to a Battlechanger's Fuelon pool when consumed.

Construction
Naturally occurring, albeit rare mineral.

FUELON, DARK (CN)

Aura strong evocation **CL** 10th
Slot none **Price** 2,500 gp (DC 21)
Weight 2-12 lbs (2d6 lbs per crystal)
Dark Fuelon crystals are only produced in places where ambient energy flows and ley lines are warped by the presence of a powerful Technysian artifact or the buried corpse of an ancient, and extremely powerful Battlechanger primordial. These onyx shards are veined with violet lightning.

Dark Fuelon is consumed in the same manner as an ordinary *Fuelon Crystal.* Consuming a Dark Fuelon crystal completely restores a Battlechanger's Fuelon reserve. In addition, the Battlechanger affected by *righteous might* (as cast by an evil cleric) for ten rounds. It the Battlechanger does not personally slay an adversary with a Challenge Rating equal to his Hit Die, when this effect expires, the Battlechanger's Fuelon Reserve is reset to 0 and the Battlechanger enters sys-stasis. Others may assist, but the Dark Fuelon enhanced Battlechanger must strike the death blow.

Construction
Naturally occurring, albeit rare mineral.

FUR TREATS (CN)

Aura faint transmutation **CL** 1st
Slot none **Price** 110 gp (DC 10) **Weight** negligible
Fur Treats are a (delicious) constant throughout the Multiverse. In any reality where you can find native Anthros, you can probably find an airtight package of Fur Treats, though exactly what galactic mega-corp provides the Treats tends to vary from universe to universe. Fur Treats come in just about every flavor you can imagine. While most packs cater to the needs of meat-eating furs, there are plenty of herb, grass, fruit and berry Treats available to obligate herbivores.

Each unopened bag of Fur Treats contains 3d6 Treats. Eating a Treat functions as eating one of the berries produced by the *goodberry* spell, save that if the bag is re-sealed between uses, the Treats do not expire.

Special: Only Anthros can gain any magical benefit from eating a Fur Treat.

Construction
Requirements Brew Potions, *goodberry*
Cost 55 gp (DC 7)

GREYMUZZLE'S TEA (CN)

Aura moderate transmutation **CL** 7th
Slot none **Price** 5,600 gp (DC 24) **Weight** 1 lb
This small, rectangular tea-tin has the design of a sad eyed cocker spaniel's head in profile, its muzzle dappled with grey cross-hatching.

Each tin of Greymuzzle's Tea includes enough tea to prepare 4 doses. It requires a full round action to mix the tea with water and drink it. For 24 hours after drinking the tea, or until the effect is dismissed, the drinker is affected by the *threefold aspect* spell, taking on the *elder* aspect.

Special: Only Anthros can benefit from drinking Greymuzzle's Tea. Though *threefold aspect* is normally too high a level to be prepared as a potion, Anthro brewers use racially specific techniques and enchantments to prepare Greymuzzle Tea.

Similar Items

Cub's Candyfruit is a cloyingly sweet, fermented berry juice sold in small, brightly colored gourds. Cub's Candyfruit can be drunk straight, as a normal potion without requiring mixing. The drinker takes on the *youth* aspect of *threefold aspect*, but otherwise the two items function identically.

Construction

Requirements Brew Potion, *threefold aspect*, creator must be an Anthro

Cost 2,800gp (DC 21)

MERMAID'S PEARL (CN)

Aura moderate transmutation **CL** 7th

Slot none **Price** 1,750 gp (DC 20) **Weight** negligible

This perfectly round pearl is the color of the deep ocean, a rich cerulean. It is set in a tiny cradle of golden filigree.

By pressing the Mermaid's Pearl to any masterwork quality or magical armor, the armor undergoes a permanent change. The armor check penalty no longer applies to Swim checks, and the wearer gains the amphibious quality while the armor is worn. The armor's physical property changes, with metal or polymer becoming alchemically hardened coral, though none of the armor's other qualities change.

Construction

Requirements Craft Wondrous Items, *coral skin*, creator must have the aquatic subtype, the amphibious quality or be a Druid

Cost 875 gp (DC 17)

OIL, BRIGHT NOSE (CN)

Aura faint evocation **CL** 1st

Slot none **Price** 50 gp (DC 7) **Weight** 1 lb (vial)

Bright Nose Oil is a tingly, waxy liquid popular among the Raver's devotees. Bathtub alchemists can brew this glowing potion by the gallon and sell it for a good price to Anthro revelers.

When rubbed on the nose and face, Bright Nose Oil grants the user the benefit of the *Bio-Lights* trait for 2d6 hours. The bio-lights usually manifest as a bright glow from the nose and cheeks…though that's only because that's where the oil is most often rubbed. There's nothing stopping a particularly adventurous Anthro from applying the oil creatively to make some other parts glow.

Construction

Requirements Brew Potion, *light*

Cost 25 gp (DC 5)

OIL, WHITE TAIL (CN)

Aura faint transmutation **CL** 6th

Slot none **Price** 900 gp (DC 17) **Weight** 1 lb (vial)

First brewed by skittish, nimble deer-Anthros, this mystical oil soon became popular with just about every tailed Anthro species out there. When rubbed on the rump, this oil permeates the fur, and temporarily bleaches the user's rump and tail a brilliant snow-white, making White Tail Oil as fashionable as it is tactically useful.

When White Tail Oil is applied as a standard action, the Anthro user gains a +30 ft enhancement bonus to their base land speed, a +6 improvement to their Initiative score for 6 rounds. During this time, the Anthro never provokes attacks of opportunity due to their movement.

Special: Only Anthros with a functional tail can benefit from this magic item.

Construction

Requirements Brew Potion, *cat's grace, haste,* creator must be an Anthro

Cost 450 gp (DC 15)

PHEROMONE-RICH PERFUME (CN)

Aura faint conjuration **CL** 2nd

Slot none **Price** 800 gp (DC 17) **Weight** negligible

Many Anthro perfumers and alchemists (especially skunks, surprisingly enough) manufacture unique and enticing scents whose recipes are closely guarded secrets. All of these Pheromone-Rich Perfumes are sold in slender, finger-sized crystal vials, usually decorated with a paw, tail or glyph label.

Each vial of Pheromone-Rich Perfume contains enough scent for 8 applications. For an hour after applying a dose of the perfume, the character gains a +2 luck bonus on CHA-based skill checks (except for Intimidate) against creatures with the Anthro subtype. If the user has the Eroticized Anthro template, this bonus increases to +1d4+1 per check if the check incorporates a sexual element, either as an enticement, bribe or distraction.

Special: Only Anthro characters can benefit from Pheromone-Rich Perfume.

Construction

Requirements Brew Potion, *mating perfume* or *sex stink*

Cost 400 gp (DC 14)

POTENTIA (CN)

Aura faint evocation **CL** 5th
Slot none **Price** 2,500 gp or more (DC 21)
Weight 1 lb (vial)
One of the most sacred acts of camaraderie and devotion a Battlechanger can perform is to allow a techno-surgeon to draw off a sample of the highly charged, circulated Fuelon running through their core systems. This *potentia* is poured into a specially designed, ritual vial, and presented as the most personal and intimate of gifts to a fellow Battlechanger.

When *potentia* is extracted, a Battlechanger must donate some of their inner fuel, which reduces their maximum Hit Point total by up to 5 points. A helpless or unconscious Battlechanger can also have their *potentia* extracted forcibly.

When drunk by another Battlechanger, the *potentia* completely restores that Battlechanger's Fuelon reserve. In addition, the drinker gains a morale bonus on all attack rolls, saving throws and skill checks equal to the Hit Points permanently sacrificed, which remains in effect for one hour.

Special: Potentia cannot be used by non-Battlechangers; drinking a vial of Potentia has the same (lethal) effects as drinking a dose of *mildly radioactive* alchemist's fire.

Construction
Requirements Brew Potion, creator must be a Battlechanger
Cost 1,250 gp (DC 19)

POWER HONEY (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 900 gp (DC 17) **Weight** ½ lb per comb
Power Honey is a delicious, occult-infused type of honey produced by a variety of bee Anthro and Mantid kingdoms. Power Honey is such a potent military advantage, it is rarely traded or offered to outsiders, and production hives are well guarded. If traded to allied nations, the transport caravans are well guarded and distribution is tightly controlled.

Eating a comb of Power Honey provides nutrition to sustain any Medium or Large creature for one day, regardless of their metabolic needs. For one minute after eating a comb of Power Honey, a creature benefits from both a *bull's strength* and *enlarge person* effect. (The total effect is +6 STR, -2 STR, and a -1 size penalty on attack rolls and armor class.)

Special: If Power Honey is eaten by any insect or spider derived Anthro, Mantid or other insectoid creature with an existing natural armor bonus, that natural armor bonus to AC improves by +2 for the duration of the effect.

Construction
Requirements Brew Potion*, bull's strength, enlarge person*, creator must be a bee Anthro, Mantid or similar insect-derived creature
Cost 450 gp (DC 15)

RIFTING LANCE (CN)

Aura strong conjuration **CL** 9th
Slot weapon **Price** 2,500 gp (DC 21) **Weight** 1 lb
Rifting Lances are slivers of non-reality resembling bolts of purplish-pink lightning roughly a meter long. They can be thrown like a javelin, either to open short lived planar portals, or to disrupt the molecular structures of anything unfortunate enough to be within range.

A Rifting Lance can be thrown to create a dimensional portal at any point within 30 ft, which roughly 10 ft in diameter, which remains for one round once created. It requires the thrower to succeed at a DC 15 ranged attack roll to open a portal to a relatively 'adjacent' dimension; it requires a DC 18 ranged attack roll to open a portal to more distant or exotic dimensions or outer planes. If the ranged attack roll fails, the dimensional portal opens on a random dimension.

Alternatively, a Rifting Lance can be thrown as a **+1 javelin** with a 10 ft range increment. On a successful hit, it inflicts 6d6 force damage (19-20/x2).

Construction
Requirements Craft Wondrous Items, *plane shift*, creator must be an Outsider
Cost 1,250 gp (DC 19)

SHOWTIME LIPSTICK (CN)

_**Aura** faint enchantment **CL** 1st
Slot none **Price** 80 gp (DC 9) **Weight** negligible
This semi-holographic lipstick is intense pigment mingled with mild radioactivity and hardlight, and comes in ultra-saturated hues like neon pink, purple and iridescent shades of green, blue and more. Each tube of Showtime Lipstick comes with enough for 1d4+1 applications.

For one hour after applying Showtime Lipstick, the character rolls 2d12 rather than d20 when making Perform (sing or dance) checks.

Construction
Requirements Brew Potion, creator must be a Bard, *canny effort*
Cost 40 gp (DC 6)

SPARK CORE (CN)

Aura strong conjuration **CL** 11th
Slot none **Price** 13,300 gp (DC 27) **Weight** 5 lbs
The Spark Core is a marble-sized perforated sphere of gunmetal grey alloy enclosing a small yet intensely bright micro-star. Within the tiny fusion furnace at the device's heart, a complete assembly protocol and AI matrix is stored as pure light.

When the Spark Core is placed atop or inside a mostly metal, plastic or polymer object weighing at least one ton, it begins creating a new robotic lifeform via the *mecha genesis* spell. The creation mass used can be scrap, a vehicle, raw materials, or virtually anything else of appropriate composition and mass. Over the next hour, bright energy discharges shape the raw material into a new robotic lifeform of a type decided by the Spark Core's creator at the time of creation.

Special: The Spark Core can be used as an improvised and highly potent explosive. The device has Hardness 20 and 50 HP, and is immune to Fire and Electrical damage. If destroyed, the device detonates, inflicting 20d6 damage to a 100 ft radius (REF DC 20 half). Half the damage is fire, the other half is electrical. The blast radius is considered a moderately radioactive environment for 1d6 days after the explosion.

Construction
Requirements Craft Wondrous Items, creator must be a member of a robotic race, *mecha genesis*
Cost 6,650 gp (DC 24)

SPARROW'S FEATHER (CN)

Aura overwhelming transmutation **CL** 20th
Slot none **Price** 360,000 gp (DC 38) **Weight** 50 lbs
New Voidsparrow clans are provided with a Sparrow's Feather with which to establish a clanhold 'nest'. Voidsparrow nests are small and efficient orbital stations, carved out of asteroidal rock, but with an unmistakable sense of beauty and identity. The outer façade of a Voidsparrow nest erupts in a towering sculpture of a gleaming star-eagle in flight, wings outstretched toward the cosmos.

A Sparrow's Feather is a silvery, steel sculpture of a flight vane as long as a bastard sword, and extremely heavy. Activating a Sparrow's Feather requires a member of the Voidsparrow race to place the Feather atop an orbiting asteroid at least 200 meters in diameter. Over the next 24 hours, the Feather transforms the asteroid into a small military space station designed according to Voidsparrow aesthetics. The resulting station functions as a *workshack,* though this is considered an instant (and thus permanent) effect.

Construction
Requirements Craft Wondrous Items, creator must be a Voidsparrow, *workshack*
Cost 180,000 gp (DC 36)

SUITSILVER (CN)

Aura faint conjuration **CL** 1st
Slot none **Price** 50 gp (DC 7) **Weight** 1 lb (vial)
Suitsilver is contained within a spherical magnetic bottle the size of an orange. Pressing the energized sphere to the body and applying pressure ruptures the magnetic containment, the chrome liquid within splashing over the users body and forming a millimeter thin spacesuit.

Suitsilver is a common spacer technology. Activating a Suitsilver sphere provides the character with the benefit of the *emergency spacesuit* spell for one hour.

Construction
Requirements Brew Potion or Craft Wondrous Items, *emergency space suit*
Cost 25 gp (DC 5)

SWEETBOUNCE WINE (CN)

Aura faint transmutation **CL** 3rd
Slot none **Price** 900 gp (DC 17)
Weight negligible (full bottle) or 1 lb (empty or nearly empty bottle)
An almost-exclusively Anthro-brewed wine is pressed from painfully, teeth-achingly sweet berries gives creatures who drink it preternatural, hyperactive agility. Bottles of this

wine are lighter than their size and density would indicate when full, as the golden liquid inside has some rudimentary anti-gravity property.

After drinking a dose of Sweetboune Wine, the character gains a +10 competence bonus on Acrobatics checks made to jump, and the character's jumping distance is not limited by height or movement allowance. The character takes no damage from falls, no matter their distance. This effect has a one minute (10 round) duration. However, the drinker can discharge the effect early to receive a +30 bonus instead on a single Acrobatics check made to jump.

Each bottle of Sweetbounce Wine contains enough liquid for 6 doses.

Construction
Requirements Brew Potion, *jump*, creator must be an Anthro
Cost 450 gp (DC 15)

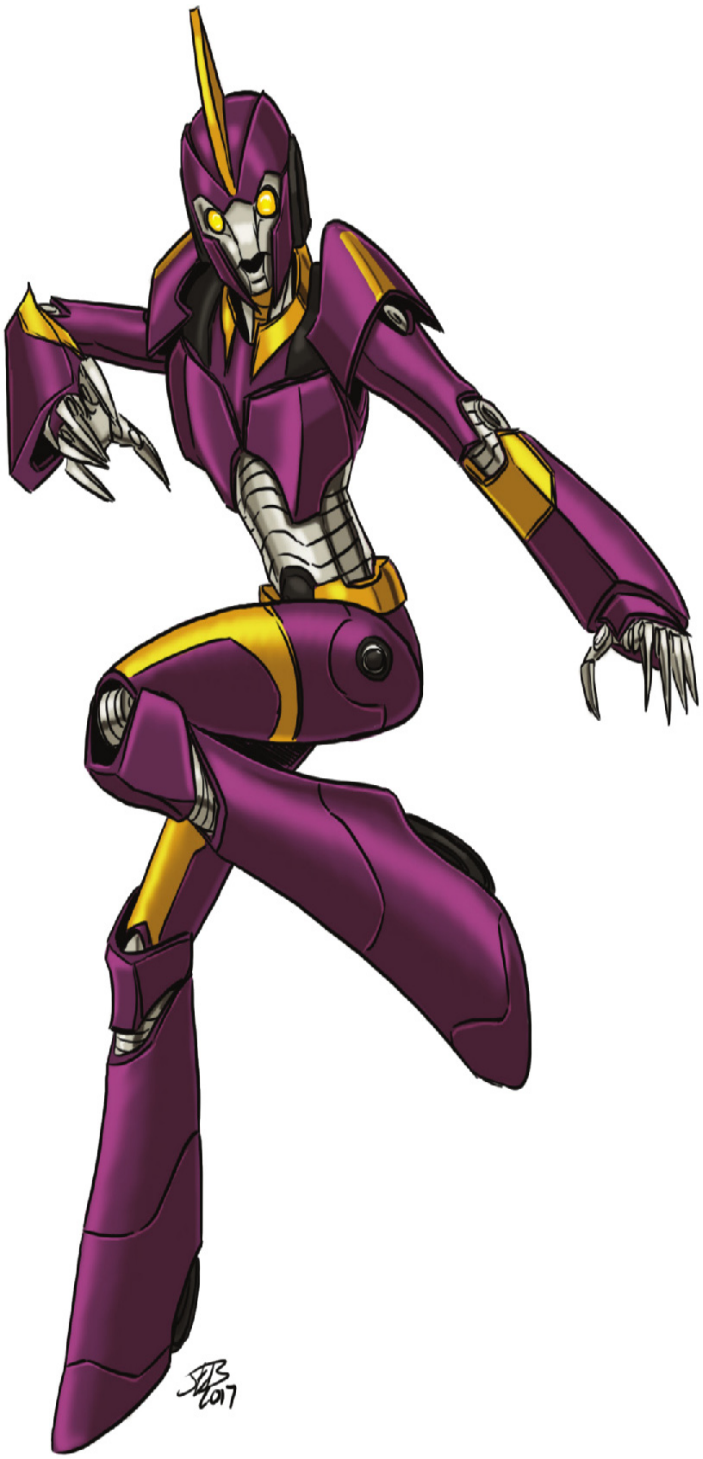
DESIGN PHILOSOPHY-WAXES

As a race of living machines that are high-performance vehicles at least some of the time, it's only natural the occult-inventors of the race would create a variety of enchanted waxes and metal polishes for use by Battlechangers. A good wax and polish can be a sensual and relaxingly hedonistic experience for Battlechangers.

RULES FOR ENCHANTED WAXES

Waxes and polishes can be created with the Brew Potion feat, but they take longer to apply and have longer lasting duration than most potions. It requires one hour for a Battlechanger to apply a wax to themselves, or 30 minutes if they have assistance from another Battlechanger. The user can attempt a DC 15 Profession (mechanic, detailer or similar) check to reduce the time required to either 30 minutes (without aid) or 15 minutes (aided) respectively. Only Battlechangers can benefit from waxes.

Once applied, enchanted waxes provide their benefit for up to 8 hours. If the Battlechanger suffers more than 20 points of energy damage during this time, or is fully submerged, the wax job is ruined and its effects end. Some waxes allow the Battlechanger to discharge the wax's effect early to achieve some special benefit.



WAX, BLUESHINE (CN)

Aura faint transmutation **CL** 7th
Slot none **Price** 700 gp (DC 16) **Weight** 1 lb (vial)
This slick pale-blue wax gives a Battlechanger a show-room new shine and brightens the paint covering their hull.

While under the effects of Blueshine Wax, the Battlechanger is immune to effects that cause rusting, such as the *rusting grasp* spell, a rust monster's attacks, and similar hazards.

Construction
Requirements Brew Potion, *make whole,* creator must be a Battlechanger
Cost 350 gp (DC 14)

WAX, ELECTRUM-ONE (CN)

Aura faint abjuration **CL** 8th
Slot none **Price** 2,500 gp (DC 21) **Weigh**t 1 lb (vial)
This gleaming golden wax feels like liquid metal rather than traditional polish, and once applied, the Battlechanger's hull is gilded.

While under the effects of Electrum-One Wax, the Battlechanger gains Electricity, Fire and Force Resistance 10. These energy types never destroy this wax job. During this period, the Battlechanger can discharge the Electrum-One Wax to reflect a successful attack made by one of these energy types back at its originator. The attack's originator suffers damage as if it were the original target of the attack.

Construction
Requirements Brew Potion, *resist energy,* creator must be a Battlechanger
Cost 1,250 gp (DC 18)

WAX, GENERATION II

Aura faint divination and transmutation **CL** 8th
Slot none **Price** 2,500 gp (DC 21) **Weight** 1 lb (vial)
Once applied, this slippery wax dyes the Battlechanger's paintjob in bright, clashing new color schemes – neon primary colors and scorching hot 90s pastels. Sometimes the Battlechanger's name appears as window decal art, either in English or a Tech-dialect.

While under the effects of Generation II Wax, all ranged weapons wielded by the Battlechanger inflict an additional die of damage, including body-mounted and integral ranged weapons. During this period, the Battlechanger can discharge the Generation II Wax to turn a successful non-critical ranged attack into a confirmed critical hit.

Construction
Requirements Brew Potion, *BFG, truestrike,* creator must be a Battlechanger
Cost 1,250 gp (DC 19)

WAX, HOTRUNNER (CN)

Aura faint evocation **CL** 5th
Slot none **Price** 650 gp (DC 16) **Weight** 1 lb (vial)
When this slippery golden wax is applied to a Battlechanger's hull, heatless holographic flames seem to spark and dance within the molecules of their paintjob. While under the effects of this wax, the Battlechanger sheds bright light in a 30 ft radius and dim light to 60 ft.

While under the effects of Hotrunner Wax, the Battlechanger gains Fire Reistance 10. Fire damage does not destroy this wax job. The Battlechanger can discharge Hotrunner Wax as an immediate action in order to gain a +120 ft increase to their base land speed for 1 round. During this time, all creatures and objects within the Battlechanger's path of travel suffer 2d6 fire damage (REF DC 15 half).

Construction
Requirements Brew Potion, *haste, resist energy,* creator must be a Battlechanger
Cost 325 gp (DC 14)

WAX, JUNKBLOOD (CN)

Aura faint conjuration **CL** 11th
Slot none **Price** 1,200 gp (DC 18) **Weight** 1 lb (vial)
This gritty, abrasive wax leaves the Battlechanger's finish scratched and dulled, but toughens the metal and circuits beneath. Extensive use of this wax gives the Scavenger race its legendary durability.

While under the effects of Junkblood Wax, the Battlechanger gains Fast Healing 2 (acid, fire). The Battlechanger can discharge Junkblood Wax to immediately recover 23 Hit Points, up to their normal maximum HP total.

Construction
Requirements Brew Potions, *make whole, cure serious wounds,* Maximize Spell, creator must be a Scavenger Battlechanger
Cost 600 gp (DC 16)

WAX, STEALTHBLACK (CN)

Aura moderate illusion **CL** 5th
Slot none **Price** 2,500 gp (DC 21) **Weight** 1 lb (vial)

While under the effects of Stealthblack Wax, the Battlechanger gains a +10 competence bonus on Stealth checks and may use *disguise self* at will, as if wearing a ring of chameleon power. The Battlechanger can discharge the Stealthblack Wax to cast both *invisibility* and *machine invisibility* on themselves. Once activated, this secondary effect has a duration of up to five minutes.

Construction
Requirements Brew Potion, *disguise self, invisibility, machine invisibility*, creator must be a Battlechanger
Cost 1,250 gp (DC 18)

MAGICAL ARMOR, CLOTHING AND ACCESSORIES

MAGIC ITEM SIZING FOR TRANSFORMING ROBOTS

Battlechangers can vary in size considerably, far more than the members of virtually any other species. A human-sized Battlechanger might fight alongside allies standing 5 meters tall, 20 meters tall or even bigger. As a result, there is no 'default size' for Battlechanger magic items as there are for similar magic items forged by humans, Elves, Neverborn, POETICA or other size-locked species.

This diversity of scale can make placing treasure for Battlechanger characters a bit difficult. Even if your band of heroic Freegear rebels manage to take down a Tyrakron kill-squad, the size disparity between the two sides means the Freegear might not even be able to lift their fallen foe's weapons to scavenge them! There's three ways to approach this, as a game master.

IGNORE IT!

The first way simply ignores this difference in scale. Just assume that species-specific enchantments woven into every Battlechanger-built magic item allow these items to resize themselves automatically for any Battlechanger that picks them up. For example, an enchanted plasma axe sized for a Huge robot scales up, in size, weight and damage dice when wielded by a Gargantuan owner, and likewise downscales automatically when wielded by a Large or Medium Battlechanger. These enchantments don't resize the weapon if it's wielded by a member of another race: that Huge plasma axe remains Huge when a human hefts it and struggles to swing it.

These additional enchantments are basically a cosmetic special effect, which has no in-game effect on the magic item's construction cost or creation requirements. This approach is simple, but it's quick and dirty and not really balanced. It gives the magic weapon an additional power that is useful even if minor, at no cost. However, ignoring scale is a time-honored tradition in the *Transformers* fandom, and this approach is most similar to the approach taken by most inspirational media.

TRANS-SCALING: AN IN-GAME SOLUTION

The second approach is to add a new magical weapon and armor property: ***Trans-Scaling***. This property is relatively minor and easy to add, meaning Battlechanger occult-tech costs a bit more, but not too much more.

Assume every Battlechanger magic item in this sourcebook has the Trans-Scaling property and increase the cost and modify the construction requirements accordingly if you choose to use this method. Most weapons and armor presented in this sourcebook omit the Scaling property by default. That way, even if you don't allow actual Battlechanger characters, but still want to wield some *Transformers*-inspired weapons in an otherwise normal campaign, you can without having the items all be locked out because they are Battlechanger-exclusive.

JUST DEAL WITH IT, TINY ROBOT!

Finally, you can just add an additional layer of randomness and some extra difficulty to a Battlechanger hero's quest for new gear. Unless specifically noted, weapons and armor do not automatically scale, nor is the Scaling property in wide use. Battlechanger gear found as random loot might be any size. Roll randomly to determine the size of found magic gear; it requires expensive and difficult modification to change the size of a particular item.

Random Battlechanger Magic Weapon or Armor Size (d20)
1: Sized for a Tiny or smaller wielder/wearer
2-3: Sized for a Small wielder/wearer
4-5: Sized for a Medium wielder/wearer
6-11: Sized for a Large wielder/wearer
12-17: Sized for a Huge wielder/wearer
18-19: Sized for a Gargantuan wielder/wearer
20 Sized for a Colossal wielder/wearer
This chart is weighted in favor of Large and Huge wielders.

TRANSFORMING IN ARMOR

Battlechangers rarely wear additional external armor because their metallic bodies are nearly invulnerable as is, and wearing manufactured armor can impede their ability to transform. Battlechangers wanting magical armor properties and enhanced protection use Shannix to custom-build special armor, gaining these defenses as innate qualities.

However, some Battlechangers prefer to bolt on external armor, becoming nearly unkillable behemoths protected beneath multiple layers of protective alloy. Many pieces of Battlechanger-forged magic armor have the ***Blow-Off*** magic armor property.

NEW ARMOR QUALITIES

Several of the new magic armors in this section boast at least one of these new special qualities.

ANTHRO-ADAPTIVE

Anthros come in a wide variety of forms and morphologies, and Anthro-Adaptive armor reshapes itself to accommodate wearers of radically different shapes without compromising protection.

An Anthro character can physically manipulate and modify armor with this property, requiring one minute of physical contact with the armor. The Anthro-Adaptive enchantment reshapes the armor to accommodate the Anthro's new form, such as developing armor plating to cover wings, additional openings for limbs, the helmet reshaping to accommodate a muzzle or antlers, and so forth.

The armor can resize itself by one size category in either direction, so Anthro-Adaptive armor originally sized for a Medium Anthro can also be comfortably worn by a Large or Small Anthro. Other armor properties, including the *Space Suit* property, if present, do not change.

- Faint Conjuration (*instant armor*) or Transmutation (*make whole*); CL 3rd; Craft Magic Arms and Armor, *instant armor* or *make whole,* creator must be an Anthro; Price +1 bonus

BLOW-OFF

Armor with the Blow-Off property is fitted with micro-explosive Fuelon charges that quickly and easily eject the armor from the wearer's reconfigurable body as he or she shifts from robot mode to alternate form.

The Blow-Off property may be added to any armor. Blow-Off armor is removed automatically, neatly folding or compressing itself into its inactive state, and appears in an adjacent square to the wearer when he or she transforms. This armor never impedes the transformation process, but is useless and unworn in alt-mode. Some armor with this property shifts position, stowing itself somewhere on the alt-mode, such as Blow-Off armor folding up and stowing in a vehicle-mode truck bed or roof-rack.

Only Battlechanger characters with alt-mode capabilities can benefit from this magical property, it is useless to most other characters. (For instance, a human-Battlechanger hybrid with the Battlechanger subtype can't purchase armor with this property and pretend to 'transform' so they can un-don worn armor without an action.)

- Faint Transmutation or Evocation if *burst bonds* is used; CL 1st; Craft Magic Arms and armor, either *break* or *burst bonds,* creator must be a Battlechanger; +1,000 gp

HEARTGUARD

This enchantment draws upon the wearer's lifeforce to reinforce the armor's magical protection and can be placed on any armor or shield.

When Heartguard armor is worn by a character with current Hit Points at least 75% of their maximum HP total, the bonus provided by the armor or shield is +2 better than normal. When worn by someone with current Hit Points at least 50% (but less than 75%) of their maximum HP total, the bonus provided by the armor or shield is +1 better than normal.

While equipped, the armor or shield provides a clue to the wearer's state of health. Deep rents and scrapes mar the items surface when the wearer is reduced to 75% of maximum Hit Points. When reduced below half HP, the armor or shield becomes visibly ruined, though it's gameplay statistics do not change. This cosmetic damage instantly repairs itself when removed from the wounded wearer or donned by a healthier wearer.

- Faint Abjuration; CL 3rd, Craft Magic Arms and Armor, *deathwatch, shield of faith*; Price: +1 bonus

SKULLGRIN

An armor or shield imbued with the *Skullgrin* property is decorated with ghoulish, skeletal motifs. Grimacing skeletal faces are etched into large areas, while smaller 'finger-bone' style decorations are etched into pieces of trim and smaller flat spaces. These items are designed to intimidate and terrorize.

While wearing a Skullgrin item, the wearer receives a +10 profane bonus on Intimidate checks made against good or neutral creatures. Against evil creatures, the bonus is merely +5.

Good or neutral characters who wear Skullgrin armor or carry a Skullgrin shield suffer a negative level, which never results in permanent level loss, but which cannot be removed while the item is equipped.

- Faint Necromancy; CL 3rd; Craft Magic Arms and Armor, *scare,* creator must be evil; Price +1 bonus

TRANS-SCALING

Trans-Scaling magic weapons, shields and armor are specifically enchanted for use by Battlechangers, and these items automatically resize to fit Battlechanger users of different size categories. Damage dice and weight scale up or down appropriately to the new user's size.

- Faint Transmutation; CL 1st, Craft Magic Arms and Armor, *BFG,* creator must be a Battlechanger; +1,000 gp

SPECIFIC NEW ARMORS

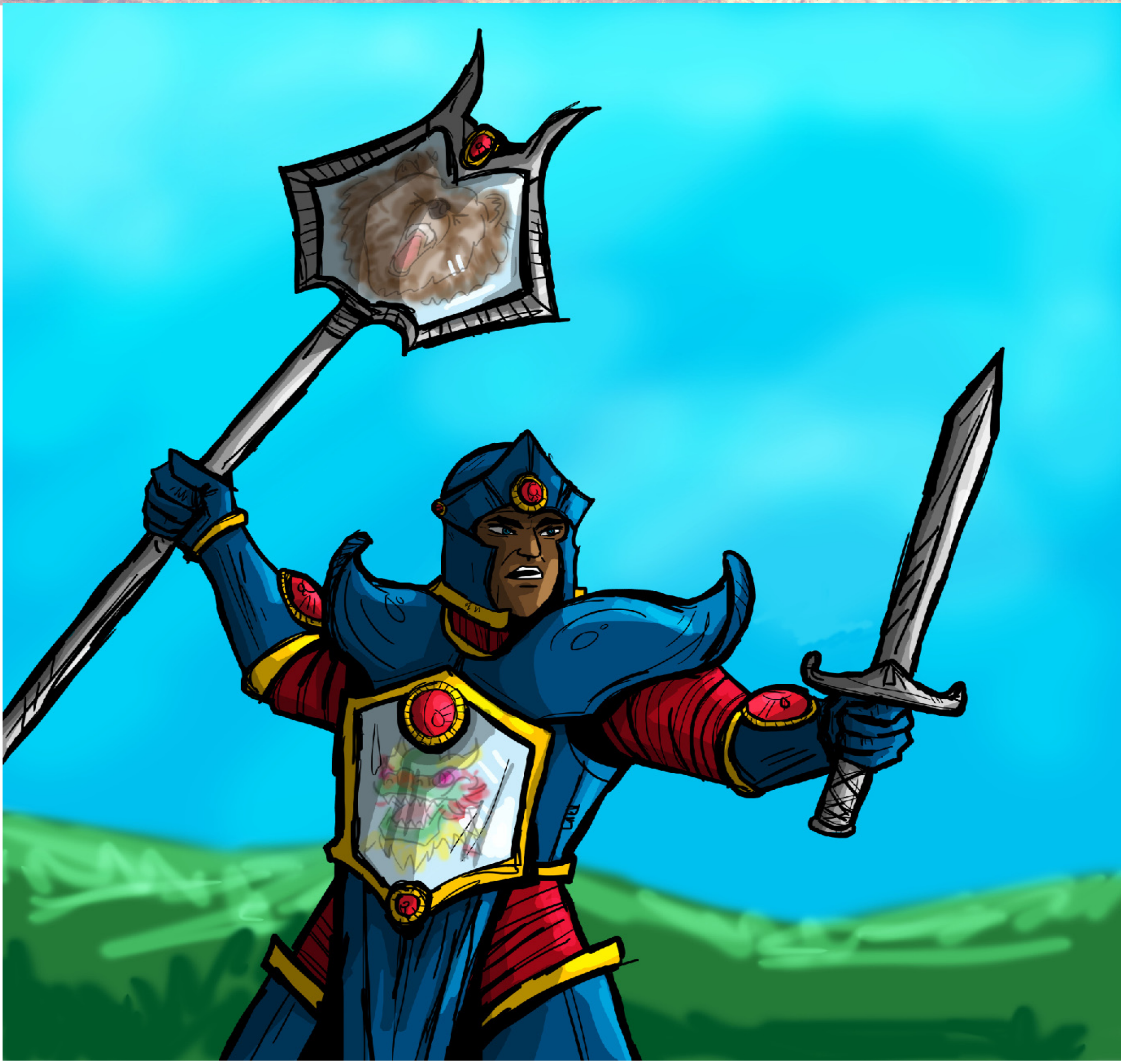
ADVENTUROUS SWEATER

Aura faint illusion **CL** 5th
Slot armor **Price** 5,975 gp (DC 24) **Weight** 1 lb
This heavy woolen sweater is a dark, forest green with a military cut and a thick turtleneck collar. Its practical nature is compromised somewhat by the fact it's cut at the midriff.

The Adventurous Sweater is a set of **+1 cloth armor of silence.** It is enchanted to provide a minor bonus on a variety of skills useful to an adventuring thief or ninja.

The Adventurous Sweater provides the wearer with a +2 competence bonus on the following skills: Acrobatics, Climb, Disable Device and Sleight of Hand. The Adventurous Sweater also provides the wearer with a +1 competence bonus on CMB checks when using the Steal combat maneuver.

Construction Requirements Craft Magic Arms and Armor, *cat's grace, invisibility, silence*
Cost 2,988 gp (DC 21)



ANTHRO-SOUL PLATE

Aura moderate transmutation
CL 13th
Slot armor
Price 99,900 gp (DC 33) **Weight** 50-60 lbs

This especially ornate and heavily girded set of plate-mail is richly enameled in a bright color. Instead of a tabard, the breast plate of the armor has been accented with a polished, mirror-like plate of indestructible and enchanted glass, riveted to the steel. Within this enchanted mirror, a ghostly animal- usually a noble and impressive beast such as a lion, warhorse, eagle or dragon – paces as if caged and roars silently. The armor's fully enclosed great helm resembles the illusory animal, as do other details carved into the good steel.

Anthro-Soul Plate is a set of **+2 jousting full plate of light fortification.** As a full round action, the wearer can touch their mirrored breast plate, and saying a short prayer to their animal spirit, activate *superior anthro adaptation*. This ability is useable at will, but has a longer casting time than the norm. Each armor always bestows the same specific gift (s), chosen by the creator at the time of creation and symbolized by the animal spirit within the mirror.

Some Example Gifts and Totems

Note that these are not the only way to 'build' the specified totems. This armor is really limited only by the creator's imagination.

- ***Boar*** Rushing Charge, Tusks
- ***Cheetah*** Sprinter, Sudden Strike
- ***Horse*** Natural Weapons (hooves), Powerful Kick
- ***Lion*** Powerful Build, Hopebringer
- ***Eagle*** Winged Flight

Construction Requirements Craft Magic Arms and Armor, *limited wish, superior anthro adapation,* creator must be an Anthro, creator must have 5 ranks in Ride
Cost 49,950 gp (DC 31)

ANI-ARMOR

Aura faint conjuration **CL** 3rd
Slot armor **Price** 4,500 gp (DC 23) **Weight** 2 lbs
This tight fitting, short-sleeved spandex body glove is a bright, canary yellow and includes a bulky set of chrome headphones with antenna for superior tactical commination.

Ani-Armor is a **+1 anthro-adaptive second skin** and includes an integrated smartphone built into the earpiece. While wearing the Ani-Armor, the character gains the Duck and Cover and Paired Opportunists teamwork feats.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, instant armor*
Cost 2,250 gp (DC 21)

ARMOR OF MANY BLADES

Aura moderate transmutation **CL** 10th
Slot armor **Price** 12,750 gp (DC 26) **Weight** 20 lbs
This jet black, sleeveless set of combat leathers is augmented by silver studs, hide shoulder pads and bracers. Every inch of the suit is studded with razor sharp armor spikes, and even more blades lie concealed within hidden panels and pockets of the exactingly assembled armor.

The Armor of Many Blades is a set of **+1 studded leather armor,** fitted with a set of **+1 keen armor spikes.** A character with Combatant levels wearing this magic armor retains full use of all class abilities (though armor check penalties still apply).

Three times per day, the armor's wearer can conjure either a +**1 dagger** or **five +1 shuriken**, which appear in his hand; the wearer must have a free hand to conjure the weapons. The weapons remain for one minute before vanishing.

Construction
Requirements Craft Magic Arms and Armor, *greater magic weapon, keen edge*
Cost 6,375 gp (DC 24)

ARMOR OF REGENCY

Aura strong enchantment **CL** 15th
Slot armor and cloak **Price** 230,000 gp (DC 37)
Weight 63 lbs
This ornately styled suit of full plate is presented to warrior kings upon their ascension to the throne, allowing professional soldiers to rule justly and well. Masterfully cut rubies are set into the armor's gilded, baroque, steel, and glow with a rhythmic pattern of internal light that seems to move and dance across the armor. A thick cloak of finest russet ermine is attached to the armor's collar.

The Armor of Regency is **+3 vigilant full plate.**

The Armor of Regency's wearer perceives social interactions as intricately plotted combat, and can excel at duels of words as easily as he can a sword-duel. The armor's wearer experiences conversations and negotiations as if they were honorable duels, and can use the parts of his brain and soul that control his sword arm instead of the often less practiced parts of himself that govern his tongue.

The wearer of this suit may substitute a melee attack roll for any Diplomacy or Intimidate check he is called to make. This attack is a fleeting mental image, and a purely mental exercise- the wearer does not outwardly move or make any hostile gesture. Instead, he merely perceives himself slicing through arguments and cutting to the heart of the matter.

Only lawful characters may wear and benefit from this armor. To non-lawful characters this armor is merely masterwork quality full plate of especially baroque design.

Construction
Requirements Craft Magic Arms and Armor, *righteous might, mass charm monster,* creator must have *Leadership* and be lawful
Cost 115,000 gp (DC 34)

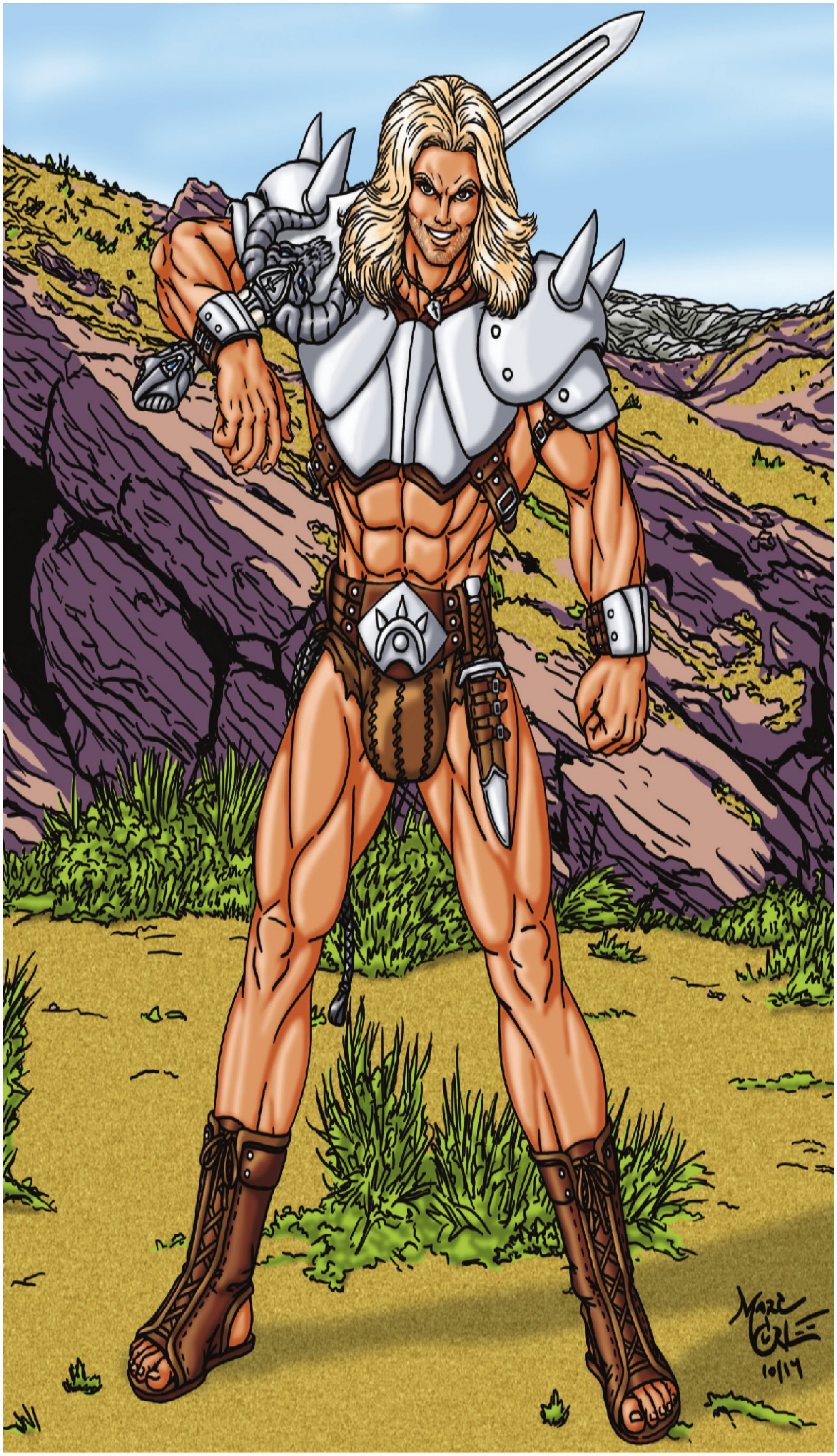
ATHLETE'S MAIL

Aura strong abjuration **CL** 13th
Slot armor **Price** 137,000 gp (DC 35) **Weight** 28 lbs
This fairly streamlined, contoured set of banded mail alternates bands of varyingly colored metal. The armor is topped by a heavy, studded collar and pauldrons. When the Athlete's Mail it adheres tightly to the wearer's body, moving and breathing with the wearer, even gaining a little of the warmth of a human body.

Athlete's Mail is a set of **+3 banded mail of moderate fortification.**

The wearer may use *athlete's laurels* up to three times per day, and the armor's check penalty never applies to Acrobatics, Climb or Swim checks. Once per day, the wearer may activate *haste* as a swift action; once activated, the wearer remains hasted for up to 13 rounds.

Construction
Requirements Craft Magic Arms and Armor, *breathing armor, haste, limited wish, pursuit of excellence*
Cost 68,500 gp (DC 33)



BARBARIAN'S KILT

Aura faint transmutation **CL** 5th
Slot belt **Price** 24,000 gp (DC 29)
Weight negligible

The Barbarian's Kilt is an ancient and powerful form of magic, which predates recorded (and unrecorded) human history by millennia. Primordial artwork from the pre-human era depict early mankind as nearly nude savages, empowered and protected by the crude animal furs they imbued with the power of blood and sorcery.

The Barbarian's Kilt can barely be considered an item of clothing. It is simply a preserved and tanned piece of bear, wolf or worg hide, worn wrapped around a warrior's waist. When tied, the Barbarian's Kilt falls to the middle of a man's thigh. More civilized warriors might decorate their Barbarian's Kilt with an elaborate brooch or pin, or adorn their Kilt with small pouches or a sheath for a ceremonial knife. No true warrior of the wild ever wears anything beneath the Barbarian's Kilt, and since this magic item occupies the belt slot, this item finally provides a valid, in game rationale for muscle-bound barbarians in furry underwear.

The Barbarian's Kilt improves the already fearsome abilities of Barbarian warriors. If the wearer is a barbarian, he or she may rage an additional time per day, and their fast movement ability is increased by an additional +10 ft per round.

If the wearer is not a barbarian, he or she gains the fast movement ability and ability to rage once per day, as a first level barbarian.

Construction
Requirements Craft Wondrous Items, *bull's strength, haste,* creator must possess the Barbarian Rage class feature
Cost 12,000 gp (DC 26)

BATTLE ARMOR, HEROIC

Aura faint abjuration and evocation **CL** 5th
Slot armor **Price** 10,500 gp (DC 26) **Weight** 50 lbs
This ornate steel armor begins every brawl polished and nearly reflective. The chest plate is emblazoned with a golden solar disk with a ruby-red steel glyph- usually a cross-like or T-shaped angular rune- set at the center of the sunburst.

Heroic Battle Armor is a set of **+1 heartguard, wyrmsbreath half-plate**. The armor's *wyrmsbreath* property can only be activated when the wearer is at 50% HP or above. When the wearer is at least 75% HP, the *wyrmsbreath* effect inflicts an additional 2 dice of damage. When at between 50% and 75% HP, the *wyrmsbreath* effect inflicts an additional 1 dice of damage.

Construction
Requirements Craft Magic Arms and Armor, *burning hands, deathwatch, shield of faith*, creator must be good
Cost 5,250 gp (DC 24)

BATTLE ARMOR, VILLAINOUS

Aura strong necromancy **CL** 13th
Slot armor **Price** 72,500 gp (DC 32) **Weight** 50 lbs
Baroque and designed with intimidating skeletal and bat-wing motifs, this heavy suit of half-plate is a deep midnight black. Crimson and dark violet carved details and rivets accent the frightening armor. The device upon the black cuirass is a leering, fanged skull shaped from polished bone, nailed to the steel with long ebony spikes.

The Villainous Battle Armor is a set of **+3 heartguard, skullgrin, undead controlling half-plate.** The armor's *undead controlling* property can only be activated when the wearer is at 50% HP or above. When the wearer is at least 75% HP, the *control undead* effect allows the wearer to control up to 30 HD of undead. When at between 50% and 75% HP, the *control undead* effect allows control of up to 28 HD of undead.

Construction
Requirements Craft Magic Arms and Armor, *control undead, deathwatch, scare, shield of faith,* creator must be evil
Cost 36,250 gp (DC 30)

BATTLE SHIELD, HEROIC

Aura faint evocation **CL** 5th
Slot shield **Price** 12,500 gp (DC 26) **Weight** 15 lbs
This gleaming bronze and steel shield displays a bold symbol on the boss, carved from a mystic, ruby-like stone and lit with internal fires.

The Heroic Battle Shield is a **+2 heartguard, ramming heavy steel shield.** The shield's ramming property can only be activated when the wearer is at 50% HP or above. When the wielder is at least 75% HP, the ramming property is modified, so the wielder can make a disarm or sunder combat maneuver check as well as a bull rush combat maneuver. When the wielder is at between 50% and 75% HP, the ramming property is modified in a different way, so the wielder can make a trip combat maneuver as well as a bull rush combat maneuver.

Construction
Requirements Craft Magic Arms and Armor, *deathwatch, force punch, shield of faith*
Cost 6,250 gp (DC 24)

BIO-MECHANICAL TROUSERS

Aura faint transmutation **CL** 5th
Slot belt and feet **Price** 12,500 gp (DC 26)
Weight 20 lbs (pair)
Overlapping metal bands of occult-tech steel are assembled into a pair of heavy, armored thigh boots with thick, cleated treads. The superb engineering provides surprising flexibility and range of motion. Additional layers of metal, always alloyed in bright colors to contrast the base steel, provide extra protection at the thigh and shin.

Bio-Mechanical Trousers function as **+1 armored leggings.** While wearing Bio-Mechanical Trousers, the wearer's STR score is treated as being +4 greater than normal for determining lifting and carrying capacity. The wearer gains a +4 competence bonus to CMD.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength*
Cost 6,250 gp (DC 24)

CASTING ROUNDEL

Aura strong universal **CL** 17th
Slot shoulders **Price** 50,000 gp (DC 31) lesser, 90,000 gp (DC 33) greater **Weight** 5 lbs (weightless when donned)
A Casting Roundel is an intricately decorated, flattened disk of precious metal, with chips of bright starstones inlaid in complex patterns forming occult glyphs. The Casting Roundel occupies the shoulder body slot, but floats several inches away from the 'wearer's' body, the mosaic patterns slowly shifting as the shield-like disk rotates. When donned, the Casting Roundel does not have any weight and does not seem to be affected by gravity.

A Casting Roundel increases an arcane spellcaster's effective caster level by +2 (lesser) or +4 (greater), augmenting duration, spell variables dependent upon caster levels and other aspects of spellcasting. The Casting Roundel provides a +2 competence bonus (lesser) or a +4 competence bonus (greater) on Spellcraft checks to cast defensively. A greater Casting Roundel is significantly larger and more intricately designed than a lesser Casting Roundel.

Each Casting Roundel also provides the wearer with Spell Focus in one school of choice. The color of the stones used to form the Roundel's mosaics usually correspond to this feat: pale blue for Abjuration, black for Necromancy, red for Evocation, and so on.

Construction
Requirements Craft Magic Arms and Armor, *wish*
Cost 25,000 gp (DC 29) lesser, 45,000 gp (DC 31) greater

CAT'S EXCELLENCE

Aura strong transmutation **CL** 13th
Slot armor **Price** 154,450 gp (DC 35)
Weight 55 lbs
This sexy and futuristic leotard is a bold red, accented with silver. The suit is body hugging in just the right ways, and is designed to be worn comfortably by a catgirl, even including a tail hole at the base of the spine. Though it looks like simple athletic attire, the leotard performs all the functions of a full-scale hardsuit at a tiny fraction of the weight…and looks a lot sexier in the process. Occult-tech computers in the leotard read the wearer's DNA and only unlock full functionality when worn by a Nekomusume.

Cat's Excellence is a **+2 brawling sprint suit-III utility bodystocking.** While wearing this armor, the character gains a +4 enhancement bonus to her STR score.

Special: While worn by a Nekomusume or any feline Anthro, the Cat's Excellence is treated as possessing the Space Suit mundane armor quality. The enhancement bonus to her STR score increases to +6.

Weapons
In addition, the Nekomsume wearer gains access to an onboard weapon: a **+1 spacer's blaster** built into a pink crystal energy-projector on the back of the right glove.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, emergency space suit, giant form I*
Cost 77,225 gp (DC 33)

CAT'S SLEEVE

Aura moderate transmutation **CL** 5th
Slot armor **Price** 21,800 gp (DC 29) **Weight** 2 lbs
This body hugging spandex body sleeve is a lot more flexible than you'd assume. The sleeveless body stocking has an orange torso and belly, with bronze leggings. A small ruby brooch is integrated into the zipper pull on the collar.

The Cat's Sleeve is a **+2 brawling second skin.**

Special: If the Cat's Sleeve is worn by an Anthro or other feline creature, such as a Nekomusume, the wielder can benefit from *animalistic dash* up to three times per day while wearing the Cat's Sleeve. In addition, the wearer can benefit from the Omens magical weapon property once per day when making an unarmed strike or natural weapon attack.

Construction
Requirements Craft Magic Arms and Armor, *animalistic dash, anticipate peril, bull's strength, true strike*, creator must be an Anthro
Cost 10,900 gp (DC 26)

CIRCUIT SURGE ARMOR

Aura moderate abjuration **CL** 11th
Slot none **Price** 60,000 gp (DC 32) **Weight** negligible
This gleaming silver armor is an intricate web of printed memory-metal circuits that stretches from the wearer's throat to the ends of their fingers and toes. The armor barely covers genitals and vital areas but reveals most of the wearer's body beneath the metal.

Circuit Surge Armor is treated as a **+1 second skin of improved electrical resistance.** While wearing the armor the wearer can fire a blast of electricity, at will, as an attack action.

- ***Electrical Blast*** – 2d6 electrical – 20/x3 crit – 50 ft range increment

Attackers do not benefit from any form of computer-aided targeting or guidance system when making ranged attacks against a character wearing Circuit Surge Armor.

Construction
Requirements Craft Magic Arms and Armor, *machine invisibility, resist energy*
Cost 30,000 gp (DC 30)

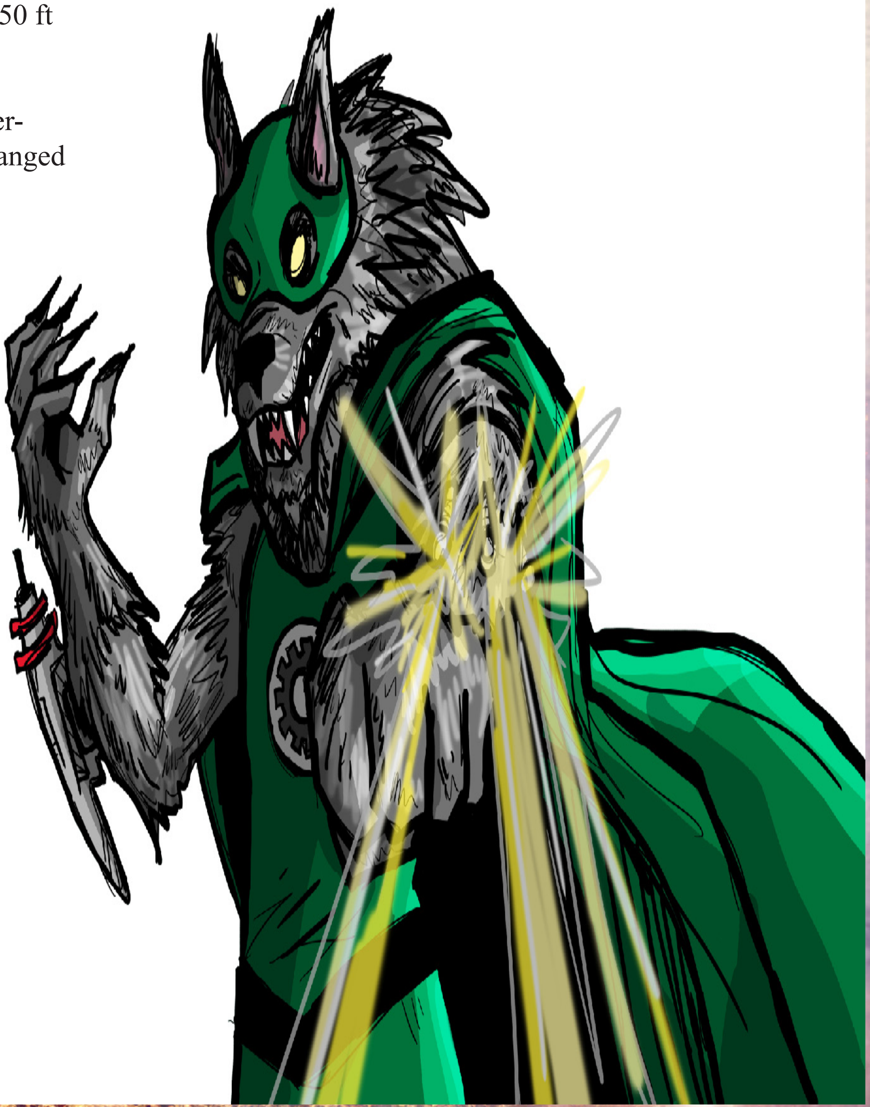
CLOAK, GEAR MUTT'S

Aura strong transmutation **CL** 13th
Slot shoulders **Price** 96,000 gp (DC 33)
Weight 2 lbs
Woven from metallic fibers, this iridescent green cloak has a high collar and a striking silver-grey gear symbol on the back. Designed purely for canine Anthro wearers, this cloak augments both their canine aspects and transforms the wearer into a highly adaptable machine organism.

While wearing the Gear Mutt's Cloak, an Anthro gains Darkvison 60 ft (or improves existing Darkvision by +30 ft) and the *scent* special quality, as well as the Working Scent feat.

Blaster and Tool Morph
While wearing the Gear Mutt's Cloak, the wearer can morph an assortment of tools or weapons from their body, deploying them from concealed ports anywhere on their body. As a standard action, the wearer can deploy any handheld tool or masterwork quality skill kit of their choice, which retracts back into their body when no longer needed. Additionally, the wearer can deploy an assortment of laser blasters which function as a **+1 spacer's blaster of infinite ammunition**, from concealed ports on their body. These weapons cannot be disarmed, and if sundered, the wearer can simply manifest an additional blaster on their turn.

Battlechanger Transformation
Once per day, the wearer can call upon Gear Mutt's Cloak to transform themselves into a bio-mechanical lifeform. For up to one hour, the wearer gains a Battlechanger like-form. The wearer is treated as a Battlechanger of their size, and is considered to have 3 points of Fuelon in their Fuelon



Reserve. While in this state, the wearer gains the Massive Strength and No Breath qualities, as well as the sensory capabilities of an average Battlechanger. The wearer gains a single alt-mode appropriate to their size. Each time the cloak is donned, the wearer can design a new alt-mode for themselves.

Special: Only Anthro characters can benefit from this magic item.

Similar Items
Gear Duck's Armor is a gleaming, polished silver-white set of space armor, with a transparent golden visor designed to accommodate even the most majestic beak and a glowing red symbol that looks like a stylized mallard's head in profile on the breastplate. Gear Duck's Armor functions as a ***+2 advanced space suit of moderate fortification,*** and occupies the armor rather than cloak slot.

The Gear Duck's Armor provides the wearer with a Flight speed equal to twice their base land speed (average), as well as a Swim speed equal to their land speed, instead of the sensory benefits provided by Gear Mutt's Cloak.

The Gear Duck's Armor has a caster level of 13th and requires *limited wish* or *miracle* to be used in the construction process. Gear Duck's Armor has a purchase price of 125,000 gp (DC 34). The crafter must either be an Avian Anthro or a Battlechanger with a similar primitive alt-mode.

Construction
Requirements Craft Wondrous Items, *call weapon, metamorphic adaptation*, *infinite ammunition, superior anthro adaptation* creator must either be a canine or lupine Anthro or a Battlechanger primitive with a similar alt-mode

Cost 48,000 gp (DC 31)

CLOCKSPRING BREASTPLATE

Aura moderate conjuration and transmutation **CL** 10th
Slot armor **Price** 64,800 gp (DC 32) **Weight** 26 lbs
Between thin plates of alchemically strengthened glass, an assortment of intricately machined bronze, gold, silver and adamantine gears and mainsprings slowly tick and turn. When this bulky, angular, breastplate is worn, it merges with the wearer's body. The transparent breastplate becomes a glass and metal approximation of the wearer's naked breast, and the ever-turning gears and mechanisms within reconfigure themselves into steampunk approximation of human organs.

The Clockspring Breastplate is a **+2 wild breastplate of determination.** While wearing the Clockspring Breastplate, the wearer becomes immune to the *sickened* and *nauseated* conditions and treats permanent ability score drain as temporary ability score damage instead.

Construction
Requirements Craft Magic Arms and Armor, *baleful polymorph, breath of life, cybernetic gift*
Cost 32,400 gp (DC 30)

COBRA'S MAIL

Aura faint abjuration and evocation **CL** 5th
Slot armor **Price** 28,750 gp (DC 29) **Weight** 22 lbs
This finely made suit of mail is a finely made chainshirt lacquered a rich green. Shinier, lighter green links run in chevron patterns and meanders across the breast. The Cobra's Mail includes a loose chain hood, which pulled over the wearer's head, takes on the unique shape of a cobra's erect hood. The armor can appear as a fine blouse, gown or tunic – always in rich shades of green and gold – when the proper command is hissed in either Draconic or Skale. (Some modern versions of this armor become a green hoodie or windbreaker instead).

The Cobra's Mail is a **+2 galmered chainshirt.**

When the hood is down, the Cobra's Mail gains the Acid Resistance magical armor property. However if the hood is pulled up, the wearer gains the ability to use *cobra's spittle* at will as a standard action. The wearer can raise or lower the hood as a move equivalent action, the magic in the mail prevents the hood from slipping off accidentally.

Construction
Requirements Craft Magic Arms and Armor, *cobra's spittle, disguise self, resist energy*
Cost 14,375 gp (DC 27)

COLONIZER ARMOR

Aura moderate conjuration **CL** 9th
Slot armor **Price** 28,000 gp (DC 29) **Weight** 12 lbs
Most First Wave Colonizers are issued standardized field uniforms that contain everything they might need when venturing into unknown, hostile ecosystems. Colonizer Armor is a deep navy coverall reinforced with silvery-grey hardened polymer plating. The Anthro's megacorporate patron has their crest emblazoned on the breast plate or spinal plating, along with an identifier code unique to each Anthro. The Colonizer Armor allows the Anthro wearer to farther indenture themselves to their megacorp by taking advantage of nano-tech enhanced 'company store'.

Colonizer Armor is **+1 scout armor.**

Special: When Colonizer Armor is worn by an Anthro with the First Wave Colonizer template, its true abilities awaken. At any time, the Anthro can access a 'company store' nano-factory built into the right gauntlet's control panel to conjure a variety of small items. It requires one minute for the armor to produce a small item.

Company Store Features

The armor can produce any of the following

- An MRE sufficient to sustain a Medium creature for one day.
- Small, non-restricted technological items weighing less than 5 lbs (*such as a flashlight, multitool, wrench, smartphone, ect*). The items cannot be magical, unique or not available to the general public.
- Ammunition clips or energy cells for weapons provided by the Anthro's megacorp.

Each time the Anthro accesses the 'company store' the Anthro's indenture total is increased by 50 gp + twice the gp value of the item conjured. Conjured technology bears the creating megacorp's logo and branding. Occasionally the sponsoring megacorp will run 'specials' on particular items, charging significantly less indenture on specific items (particular flavors of MREs, specific hygiene items, toys or luxuries) to encourage additional spending.

Company Protective Features

The Anthro can increase their indenture by +100 gp as an immediate action. Doing so allows the Colonizer Armor to act as ***+4 scout armor*** for one minute.

Company Life Support Features

The Anthro can increase their indenture by +120 gp in order to grant the Colonizer Armor the *space suit* mundane armor property for four hours.

Construction

Requirements Craft Magic Arms and Armor, *emergency spacesuit, fabricate*

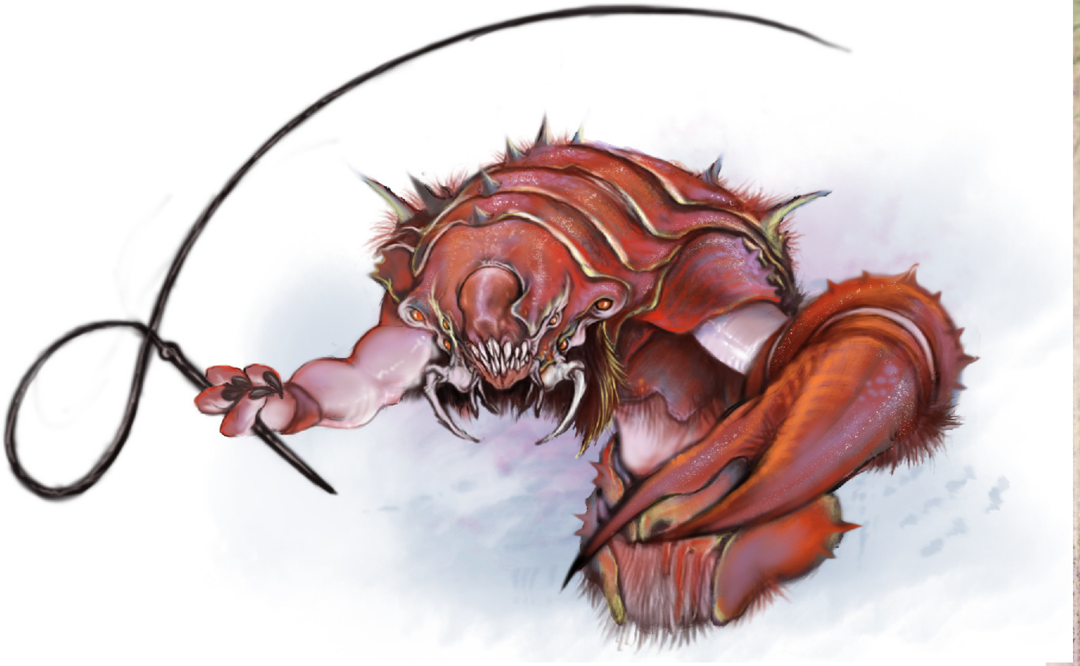
Cost 14,000 gp (DC 27)

CRAB'S CARAPACE

Aura faint transmutation **CL** 9th

Slot armor **Price** 72,000 gp (DC 33) **Weight** 35 lbs

Pulled from the living body of a gigantic crab and alchemically strengthened, this thick chitin breastplate is irregular and prickly. The carapace is brick red banded with pale pinkish discolorations in a rough chevron pattern. The alchemical reagents placed in the underside of the breast plate work a fabulous mutagenic change on the wearer: their dominant hand becomes a brick red claw capable of snapping steel.



The Crab's Carapace functions as a **+3 breastplate.**

While wearing this non-metallic armor, the character gains the *amphibious* racial quality and the Crab's Carapace armor check penalty never applies to Swim checks. The wearer's dominant hand and forearm become an enormous lobster-like or crab-like pincer that inflicts 1d10+STR modifier slashing damage (19-20/x2), assuming a Medium wearer. This transformation imposes a -4 penalty on skill checks involving manual dexterity.

Construction

Requirements Craft Magic Arms and Armor, *anthro adaptation, coral skin,* creator must either be an Anthro, Merfolk or have Druid levels

Cost 36,000 gp (DC 30)

DEPLOYER'S AEGIS

Aura strong conjuration **CL** 13th
Slot armor **Price** 138,500 gp (DC 35)
Weight 30 lbs (Medium)
Deployer's Aegises are highly prized by Battlechanger Summoners. The sight of a Summoner wearing this gleaming chrome breastplate with its squared crystalline centerpiece, like a window to the robotic mage's innermost workings, is an iconic vision of the Great War. The metallic portions of the armor are angular, and often painted in bright primary colors: steely blue among the Tyrakrons and brick red for Freegear Summoners are popular choices.

The Deployer's Aegis is a **+1 trans-scaling breastplate.** While worn by a creature with the Battlechanger subtype, the wearer gains the Deployer magic trait, as well *Augment Summoning* as a bonus feat. The arcane spell failure chance of the Deployer's Aegis never applies to spells of the *conjuration* school.

Construction
Requirements Craft Magic Arms and Armor, *BFG, lesser planar binding*, *limited wish,* creator must be a Battlechanger
Cost 69,250 gp (DC 33)

THE DEVIL'S FUR COAT

Aura strong transmutation **CL** 10th
Slot armor **Price** 67,000 gp (DC 33) **Weight** 15 lbs
This decadent and rich dog-skin coat gleams like ivory, and is a truly sadistic master piece. Some versions of this coat are sewn from the pelts of hundreds of ordinary dogs, while others are tanned from the hides of exceptionally beautiful Anthros murdered from their skin.

A Devil's Fur Coat is a **+3 unrighteous decadent fur.** Once per day, the wearer can summon *Hell's Charger* as a full round action. This vehicle remains in existence for up to 10 hours, or until destroyed. If destroyed, Hell's Charger always reappears with full HP when next summoned. Hell's Charger takes the form of an archaic roadster, of vaguely sinister style, which resembles the roadsters of the Gilded Age. The vehicle has a threatening black and vermillion paint job, and leather seats covered in dog-hide.

HELL'S CHARGER

Huge Land Vehicle
Cost -
Squares 4 (10 ft x 10 ft)
AC 8 (-2 size) **Hardness** 16 **HP** 52
Base Save +3

Offense
Maximum Speed 500 ft
Non-Combat Speed 120+ mph
Acceleration 150 ft
Propulsion infernal engine
Driving Check Drive
Driving Space right forward square
Forward Facing forward of the passenger compartment
Decks 1

Construction
Requirements Craft Magic Arms and Armor, creator must be evil, *ghost chassis, righteous might*
Cost 33,500 gp (DC 31)

DRAGONSCALE BREASTPLATE

Aura strong abjuration, conjuration and evocation **CL** 18th
Slot armor and shoulders **Price** 123,000 gp (DC 35)
Weight 30 lbs
This heavy bronze breastplate has large pauldrons of gleaming black metal with swooping draconic wings sculpted atop them. A low-relief sculpture of a snarling dragon roars at the armor's right breast, made of the same glossy black metal, which glistens like onyx.

A Dragonscale Breastplate is a **+3 breastplate of invulnerability.** Once per day, the wearer can summon a Young Black Dragon (B1), which serves the wearer loyally for 18 rounds or until destroyed. When the dragon is summoned, the black draconic decorations girding the breast plate vanish. The Young Black Dragon is connected to the wearer and this armor by a 30 ft long chain of gleaming black links, which prevents either from moving more than 30 ft from the other.

Similar Items
Other versions of this item have a dramatically different appearance, and summon a different Young Chromatic Dragon. For instance, a copper and red steel breastplate with flaming golden motifs might summon a Young Red Dragon, while a breast plate of polished silver and frosted white crystals summons a Young White Dragon. Other than cosmetic details, these variant breastplates function identically.

Construction
Requirements Craft Magic Arms and Armor, *stoneskin*, *summon monster VII, wish*
Cost 61,500 gp (DC 33)

DRIFT PLATE

Aura moderate transmutation **CL** 9th
Slot armor **Price** 37,500 gp (DC 30) **Weight** 30 lbs (medium)
In robot mode, this armor forms a sleek, armored cuirass that fits tightly to the Battlechanger's torso, usually

emblazoned with high end after-market parts factory logos. In vehicle mode, the Drift Plate forms part of the vehicle's under carriage and is equipped with tiny yet powerful pneumatic maneuvering verniers and free rolling wheels. Usually, a neon undercarriage deco package is added to the Drift Plate to add some tuner style to vehicle mode.

Drift Plate is a **+2 trans-scaling, wild, agile breastplate.** While wearing Drift Plate, the Battlechanger gains a +5 competence bonus on Acrobatics and Drive checks while in alt-mode, and gains a +2 bonus on REF Saves in alt-mode. Drift Plate remains functional when the wearer is in alt-mode, and does not impede the transformation process.

Special: Only Battlechangers with at least one wheeled, vehicular alt-mode can wear Drift Plate.

Construction
Requirements Craft Magic Arms and Armor, *baleful polymorph, BFG, canny effort, cat's grace,* creator must be a Battlechanger
Cost 18,750 gp (DC 28)

DROID FORCE BREAST PLATE

Aura faint transmutation **CL** 10th
Slot armor **Price** 69,000 gp (DC 33) **Weight** 30 lbs
This bulky, box-like breast plate has an exposed control panel consisting of wide, flat control disks, a set of mag-tape reels and a line-up of flashing indicator lights that flash and beep in complex sequences. A thin metallic nameplate riveted to the armor spells out the words Droid Force in the precise, laser-cut glyphs of the Tech-EM language.

The Droid Force Breast Plate is a **+2 blow-off breastplate.** While wearing the Droid Force Breast Plate, the character is under a constant *robotic logic* effect: they receive a +2 enhancement bonus to INT, become immune to mind-affecting abilities, gain a +4 WILL Saves vs illusions, but they cannot use any CHA based skills.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger or Star Droid, *break, robotic logic*
Cost 34,500 gp (DC 30)

EARTHLINK TORQUE

Aura strong transmutation **CL** 10th
Slot chest and neck **Price** 100,000 gp (DC 34)
Weight 8 lbs
This heavy pectoral consists of multiple inter-linked dark metal bands that drape from the shoulders, covering the throat and upper breast. Each band is designed to fold into the ring above when the torque is removed, like the abdominal bands of a Roman legionnaire's *lorcia segmenta* armor. While this torque is worn, the wearer's skin is sheathed in a carapace of living earth and stone, and their strength, durability reach into the high superhuman range.

While wearing the Earthlink Torque, a character is under the effects of *Elemental Body II*, though their size does not change. The character receives +4 bonus to STR, gains a +5 natural armor bonus to AC, and gains Darkvision 60 ft and the *earth glide* standard ability.

The Earthlink Torque's power only functions if the character remains in direct contact with the earth. The Earthlink Torque's effects end if the wearer is out of contact with the earth for more than one round and resume one round after contact is regained. Clothing, even ordinary shoes or socks, block the link, as do asphalt, paving and most modern flooring materials.

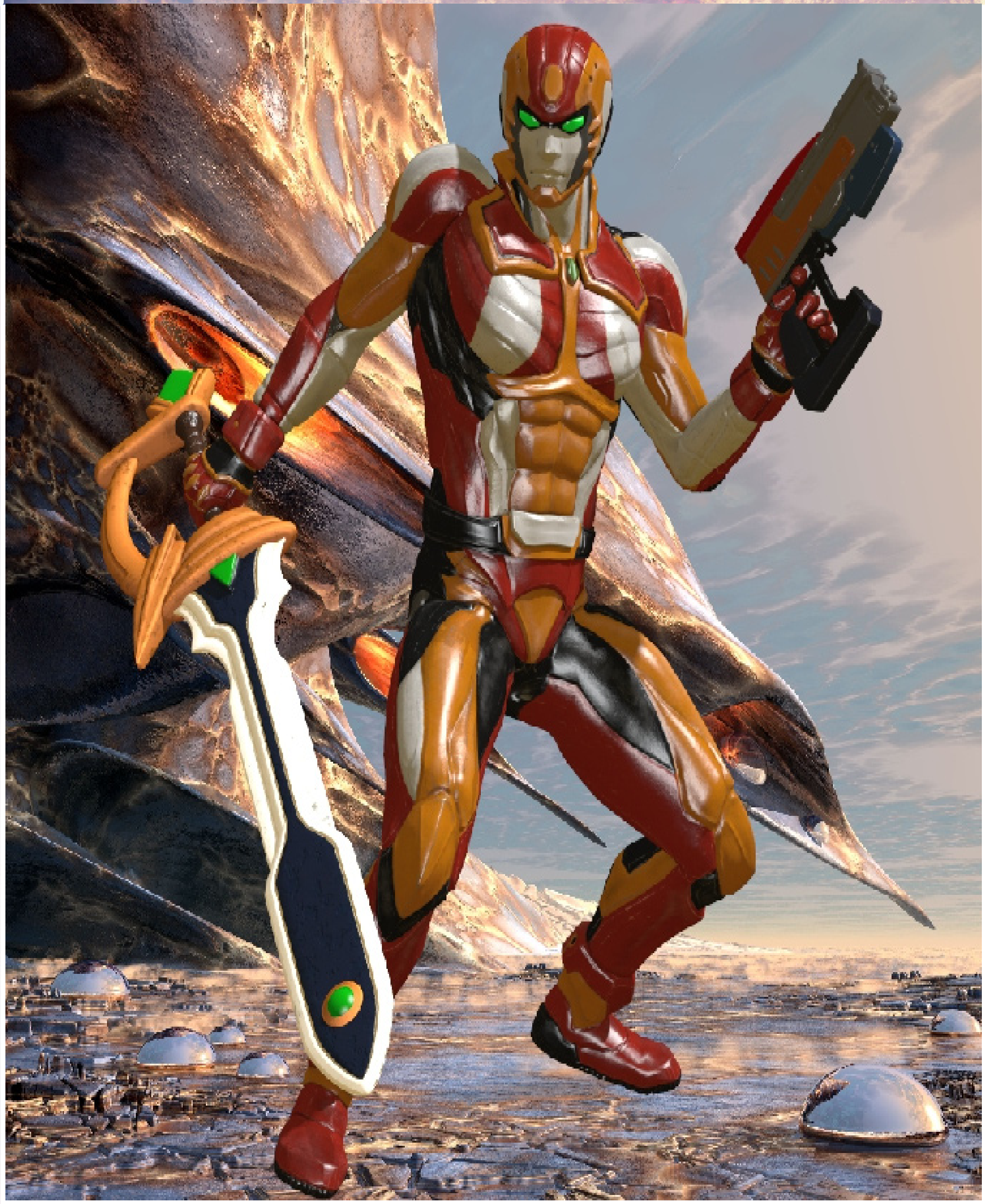
Construction
Requirements Craft Wondrous Item, *elemental body II*
Cost 50,000 gp (DC 31)

EMULATOR EXO-CORE

Aura strong transmutation **CL** 16th
Slot armor and helmet **Price** 265,000 gp (DC 37)
Weight 250 lbs (Medium)
This advanced set of modular powered armor is a favorite of Emulator Battlechangers, an external equalizer that gives these relatively simple mechanoids capabilities possessed by more powerful Battlechanger tribes. An Emulator Exo-Core is an exceptionally bulky set of armor which heavily resembles a futuristic space fighter crudely folded into a set of body armor. The armor's pyramidical helm resembles a miniature cockpit, thrust forward from the body of the aircraft, a scale-model control center visible on helmet's dorsal side. The aircraft's wings are reconfigured into shoulder mounted wings allowing flight in robot mode.

An Emulator Exo-Core is a set of **+4 blow-off, trans-scaling Grade III powered armor.** While wearing an Emulator-Exo Core the character gains a flight speed equal to 4x their base land speed (average maneuverability). The wearer gains the ability to assume a new alt-mode, at will: a *Huge Sky-Fighter.*

While wearing the Emulator Exo-Core, the wearer is can from the torso and central component of a gestalt. The wearer is treated as possessing the Combiner Component gadget, as well as the Combiner Alpha and Scramble Combiner traits. The wearer can form the controlling component (torso and head) of a Gestalt with any other Battlechangers equipped with a Combiner Component.



Special: An Emulator Exo-Core can only be worn by a Battlechanger.

Construction
Requirements Craft Magic Arms and Armor, creator must be an Emulator Battlechanger, *BFG, break, gestalt oath, military flight*
Cost 132,500 gp (DC 35)

EXO-SUIT, BASIC

Aura moderate transmutation **CL** 5th
Slot armor **Price** 45,000 gp (DC 31) **Weight** 80 lbs
Many Battlechangers provide their smaller, humanoid allies with powered armor that approximates Battlechanger capabilities (at least the capabilities of the smallest, least powerful members of the species). These exo-suits are usually fairly simplistic and pragmatically designed sets of powered armor, with only the shoulder and shin mounted wheels and some mildly aerodynamic styling on parts of the chassis suggesting they possess transformation capabilities.

A Basic Exo-Suit functions as **+1 grade-I powered armor.**

While the armor is worn, the wearer is considered to have the Battlechanger subtype and can transform into a simplistic alt-mode. This alt-mode functions as a *ground mover* of the same size category as the wearer. This alt-mode has no additional cargo capability and lacks the *freeze* special quality since it basically looks like a transformed set of body armor rather than a ‘real’ vehicle. The Basic Exo-Suit’s transformation scheme is so simplified (basically involving the wearer lying on his or her belly and tensing their limbs) it is not harmful to the humanoid wearer and can be maintained practically indefinitely.

Construction
Requirements Craft Magic Arms and Armor, *metamorphic adaptation*
Cost 22,500 gp (DC 29)

EXO-SUIT, COMBAT

Aura moderate transmutation **CL** 6th
Slot armor **Price** 51,000 gp (DC 32) **Weight** 80 lbs
This slightly more rugged and aggressively designed iteration of the exo-suit is designed for frontline combat, not simply life-support and mobility enhancement.

A Combat Exo-Suit function as **+2 grade-II powered armor.**

The Combat Exo-Suit can transform into a simplistic alt-mode in the same manner as a Basic Exo-Suit, save this alt-mode is either a *sky fighter* or *ground fighter*, chosen by the creator when the armor is first assembled.

Weapons
The Combat Exo-Suit is fitted with a gauntlet-mounted ***+2 plasma rifle of infinite ammunition.*** This weapon is usable in both humanoid form and in alt-mode.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, metamorphic adaptation*
Cost 25,500 gp (DC 29)

FURRED TUNIC

Aura faint transmutation **CL** 5th
Slot armor **Price** 3,200 gp (DC 22) **Weight** 20 lbs
This heavy, tanned wolf or bear-pelt tunic is cunningly assembled and decorated with beads, fetishes and totems made from small bones and recovered talons.

The Furred Tunic is a **+1 expeditious hide armor.** While wearing the Furred Turnic, the wearer gains the Scent racial quality (if they do not already possess it) and gains Darkvision 60 ft. The Furred Tunic provides the wearer with a +2 competence bonus on Survival checks.

Construction
Requirements Craft Magic Arms and Armor, *anthro adaptation, expeditious retreat*
Cost 1,600 gp (DC 19)

FUR SUIT

Aura strong transmutation **CL** 13th
Slot head and armor **Price** 35,000 gp (DC 30) **Weight** 5 lbs
For those dreaming of the virility, grace and physical gifts of the Anthro species, occult tailors and armorers can create bespoke and highly convincing fur suits. A well-made fur suit transforms an ordinary humanoid into a fairly convincing imitation of an Anthro thanks to theatrical flourishes, cunningly articulated jaw and faux-tongue, jointed false eyes and other puppet-like articulations. Dressed in a Fur Suit, the wearer is almost an Anthro!

Statistically, a Fur Suit functions as **+3 benevolent battle lingerie**, save that it also occupies the *head* magic item slot.

(Designer's Note: Battle lingerie was chosen as the armor's base because like a custom-fitted Fur Suit, it is expensive, inherently seductive and hard to move in. If you don't want the connotations, use *leather armor* as a base instead.)

While wearing a Fur Suit, the character gains Darkvision 60 ft and the Scent racial quality, if they lack these traits. The wearer gains two additional Gifts of Nature chosen by the creator when the armor is first constructed. While wearing the Fur Suit, the character is treated as possessing the Anthro subtype.

Special: The Fur Suit is merely considered masterwork battle lingerie if worn by a creature who already possesses the Anthro subtype.

Construction
Requirements Craft Magic Arms and Armor, Craft (visual arts) 5 ranks, a*id, superior Anthro adaptation, limited wish* or *polymorph*
Cost 17,500 gp (DC 28)

GOLDEN BREASTPLATE

Aura moderate transmutation **CL** 12th
Slot armor **Price** 52,500 gp (DC 31) **Weight** 12 lbs
Forged from mystic, partially alive gold, this agile breastplate shifts its shape depending on the gender of the wearer, creating something that is always barbaric, bold and revealing. On men, this breast plate is small golden disk or triangle of armor held tight over the sternum with leather straps. For women, this armor becomes a pair of golden breast cups. In either form, the armor is etched with spiraling motifs and deeply incised meanders.

The Golden Breastplate is a **+2 dragon-defiant agile breastplate.** While wearing the Golden Breastplate, the character gains a +4 enhancement bonus to her STR score, a +2 enhancement bonus to her CON and CHA scores, as the armor makes her stronger, healthier and more confident and vital. The wearer is treated as having the Powerful Build racial trait while the armor is worn.

Similar Items
While the Golden Breastplate is most commonly encountered as a dragon-defiant armor, common variants include undead-defiant or outsider-defiant varieties. Less commonly, this armor might be crafted as Anthro-defiant, shape-changer defiant or Animal-defiant. Other variants, intended for Barbarian wearers, swap the armor's enhancement bonuses to STR and CON. In all cases, construction requirements and cost are identical.

Construction
Requirements Craft Magic Arms and Armor, *polymorph, summon monster I*
Cost 26,250 gp (DC 29)

HARDSUIT, BUZZBLADE

Aura faint transmutation **CL** 8th
Slot armor and hands **Price** 48,750 gp (DC 31)
Weight 225 lbs
A Buzzblade Hardsuit is a dangerous and threatening set of industrial-grade powered armor. It's a walking chainsaw – huge, constantly spinning buzzsaw blades roar from mounts on the pauldrons, the bracers, greaves and a pair of smaller blades spin at the breastplate. Where articulated gauntlets would be on a saner, more conservatively designed hardsuit are a pair of massive, diamond-toothed chainsaws. The entire armor is painted hazard yellow with black and green striping.

A Buzzblade Hardsuit is a set of **+2 grinding Grade II powered armor.** The Buzzblade Hardsuit's enhanced grinding property inflicts 3d6+1 points of damage per round.

Weapons
The Buzzblade Hardsuit is equipped with a pair of **+1 keen chainsaws** in place of hands. The wearer is proficient with these weapons. The wearer cannot hold or manipulate objects while wearing the hardsuit.
Construction
Requirements Craft Magic Arms and Armor, *BFG, keen edge*
Cost 24,375 gp (DC 28)

HARDSUIT, RABBIT PUNCH

Aura strong illusion and transmutation **CL** 12th
Slot armor **Price** 145,000 gp (DC 35) **Weight** 55 lbs
This suit of light infantry armor is designed to augment a wearer's speed, agility and mobility, transforming an ordinary Anthro soldier into a low-altitude skirmisher. The hull is usually a glossy smoke-grey, pale blue or mottled white and grey, giving the armor the edge in winter operations. A transparent helm allows for wide field of vision, while rabbit-like antenna modules provide enhanced sensory and ECCM capabilities.

The Rabbit Punch Hardsuit is a set of **+3 grade-II powered armor.** Unlike traditional powered armor, the Hardsuit provides a greater bonus to DEX rather than to STR, providing a +6 DEX and +4 STR enhancement bonus. The Rabbit Punch Hardsuit provides the wearer with a +10 competence bonus on Acrobatics checks made to jump, and the armor's check penalty never applies to these checks.

The Rabbit Punch Hardsuit provides the wearer with a Flight speed of 120 ft (good). The Rabbit Punch Haredsuit can only fly for up to five minutes continually, and the armor's thrusters must cool down for at least two minutes between any flight, no matter how short.

The Rabbit Punch Hardsuit provides the armor and its wearer with *greater machine invisibility* for up to 12 minutes per day. The duration need not be consecutive, but must be taken in 30 second (5 round) increments.

Onboard Weapons
There are a set of laser emitters built into the armor's gauntlets which function as a ***+2 smuggler's blaster of infinite ammunition.***

Construction
Requirements Craft Magic Arms and Armor, *jump, greater machine invisibility, infinite ammunition, military flight*
Cost 72,500 gp (DC 33)

HARDSUIT, RIDING BEETLE

Aura strong conjuration **CL** 9th
Slot none **Price** 55,500 gp (DC 32) **Weight** 55 lbs
This glossy violet-black powered armor's hull is composed of genetically engineered chitin specially modified for durability. The bug-eyed helmet is crowned by an impressive, threatening set of short, jagged steel and gold antlers. The suit's under layer is a ribbed, rubbery ebony.

The Riding Beetle Hardsuit is a set of +**1 wild grade-I powered armor,** however, the wild property only functions when the wearer assumes any Vermin or insectoid form.

Once per day, the wearer may summon either a giant stag beetle or a top of the line Japanese racing bike (use the D20 Modern statistics for a *Ducati 998R motorcycle*, if necessary.) In either case, the summoned entity remains in existence for one hour, or until destroyed or dismissed. The summoned entity will shift between giant stag beetle and motorcycle form at the wearer's verbal command for the duration of the effect. If the summoned entity is destroyed in either form, it cannot be summoned again for 1d4 days; during this time the Riding Beetle Hardsuit's *wild* property is suppressed.

Construction
Requirements Craft Magic Arms and Armor, *baleful polymorph, ghost chassis, summon nature's ally IV*
Cost 27,750 gp (DC 29)

HARDSUIT, TECHNO-MODULAR

Aura strong conjuration **CL** 18th
Slot armor **Price** 500,000 gp (DC 39) **Weight** 180 lbs
This colorful set of advanced body armor is fitted with dozens of hardpoints and connector ports designed to accept a variety of equipment modules. This armor is designed for versatility and power extreme!

A single warrior wearing one of these occult-tech hardsuits has more firepower and a lot more flexibility than an entire reinforced platoon.

A Techno-Modular Hardsuit is a set of **+3 Grade II powered armor.** The enchantments and occult-tech built into the Hardsuit give the wearer to teleport in a variety of weapons, accessories and equipment modules, as needed.

The wearer can conjure any of the following devices at will, as a standard action. The devices remain in existence until the wearer dismisses them, they leave the wearer's hands for more than 60 seconds, or if they are damaged. Only a single item, weapon or device, can be conjured by the Techno-Modular Hardsuit at any time. Conjuring an additional item causes the prior conjured item to disappear.

- *Blaster Techno-Pak*
- *Buzzsaw Techno-Pak*
- +1 pulse rifle of infinite ammunition
- +1 M-16 rifle of infinite ammunition
- A masterwork skill kit, first aid kit, or similar device

The wearer can conjure any of the following devices three times per day, with the same restrictions as above. These devices remain in existence for a maximum of 10 minutes per conjuration.

- *Mobility Techno-Pak*

The wearer can also conjure a *Radar Techno-Pak* once per day, which remains in existence for a maximum of 2 minutes.

Construction

Requirements Craft Magic Arms and Armor, *infinite ammunition, major creation, reload!, summon firearm, teleport*

Cost 250,000 gp (DC 37)

HARDSUIT, TROODON STRIKE

Aura strong transmutation **CL** 10th

Slot armor **Price** 64,800 gp (DC 32) **Weight** 58 lbs

The Troodon Strike Hardsuit is modeled on *velociraptor* anatomy, placing the pilot in a low fighting crouch that maximizes the directions she can launch a kick from while minimizing her profile. The armor is molded in dun, desert colors and is often worn beneath a ragged ghile cloak, giving the armor an almost (and appropriately) feathered appearance.

The mostly-transparent helmet is thrust forward to accommodate the muzzle of an Anthro wearer, and the armor can easily be reconfigured for tailed or tailless wearers with just a few minutes effort and a standard tool kit. The most impressive feature of the eminently pragmatic armor are the twin, sickle like blue-titanium spurs emerging from the heavy treaded boots.

The Troodon Strike Hardsuit is a set of **+2 creeping, expeditious grade-II powered armor.** Unlike traditional powered armor, the Hardsuit provides a greater bonus to DEX rather than to STR, providing a +6 DEX and +4 STR enhancement bonus. The armor's check penalty never applies to Stealth checks.

Weapons

The Troodon Strike is equipped with a pair of boot-mounted fighting talons that function as **+2 keen sickles.** The armor's wearer is treated as possessing the Two-Weapon Fighting and Improved Two-Weapon Fighting when attacking with her boot-blades.

Construction

Requirements Craft Magic Arms and Armor, *cat's grace, expeditious retreat, keen edge*

Cost 32,400 gp (DC 30)

HARDSUIT, WINGED WARTHOG

Aura strong abjuration (or evocation if miracle is used)

CL 13th **Slot** armor

Price 250,000 gp (DC 37) **Weight** 95 lbs

Though ungainly and bulky, this heavy-duty set of military powered armor is just as tough and ferocious as the famous A-10 Warthog it is inspired by, and just as deadly as the feral hogs both were named for. The Winged Warthog hardsuit is unpainted, matte grey steel and composite armor with few aesthetic touches. Powerful twin turbines rise from the back and a ultra-high capacity mini-gun mounted beneath a protruding sternum plate gives superior firepower. The helmet resembles a steel sculpture of a snarling hog with air purification/filtration systems resembling bright red tusks.

The Winged Warthog Hardsuit is a set of **+3 grade-II powered armor of determination and heavy fortification.** Unlike typical grade-II hardsuits, the Winged Warthog Hardsuit provides a +8 bonus to STR and a +0 bonus to DEX. While wearing the Winged Warthog Hardsuit, the pilot gains a Flight speed of 80 ft (poor).

The Winged Warthog features a sternum-mounted **+1 Gatling railgun of intinfite ammunition.** This weapon ignores natural armor and equipment bonuses to AC and resolves attacks as ranged touch attacks.

Construction

Requirements Craft Magic Arms and Armor, *breath of life, infinite ammunition, limited wish or miracle, military flight*

Cost 125,000 gp (DC 34)

HELM OF ORDER

Aura strong abjuration and law **CL** 18th
Slot head **Price** 302,000 gp (DC 38) **Weight** 4 lbs
Some of these fully enclosed great, bell-shaped helms are silver, others are polished gold and the rarest few are a gleaming alien metal the color of oxygenated blood. All conceal every detail of their wearer's face, and even alter the wearer's voice to make it deeper and more profound than normal. Only the wearer's eyes are visible through the narrow, angular eye-slits.

While wearing the Helm of Order, the wearer gains Spell Resistance 22; the wearer is immune to any spell with the *chaos* descriptor if that spell allows Spell Resistance. While wearing the Helm of Order, the wearer gains a flight speed of 60 ft (average) and can Hover without the need for a Fly check. The wearer of the Helm of Order is treated as if wearing armor with the *space suit* property.

The wearer gains a new ranged attack option. The energy inflicted is of no specific type and not subject to energy resistance or immunity. A target reduced to 0 HP by this arcane bolt is disintegrated along with their gear. This weapon gains the Axiomatic property, as well as either the Holy or Unholy property, depending on the moral alignment of the wearer. Neutral wearers must choose between these qualities, which matches their channeled energy ability, if present.

- Axomiatic and either Holy or Unholy arcane bolts (4d10 energy*, 20/x2, 100 ft range increment)

However, if the wearer of the Helm of Order casts any spell with the chaos descriptor, the Helm of Order explodes with arcane energy, removing itself from the wearer and landing in an adjacent square. The wearer suffers 8d10 points of energy damage and is *febbleminded* for 3d6 days (W-DC half and negate *feeblemind*) and is disintegrated if slain by this energy discharge.

Special: Any chaotic creature who dons the Helm of Order gains two permanent negative levels, which never result in actual level loss, but cannot be removed while the Helm is worn.

Construction
Requirements Craft Wondrous Items, *disintegrate, emergency space suit, military flight*, *spell resistance,* creator must be lawful
Cost 151,000 gp (DC 35)

HELMET, FOOTSOLDIER'S

Aura faint divination **CL** 3rd
Slot head **Price** 4,000 gp (DC 23) **Weight** 2 lbs
This bucket-like iron helmet has a faint bluish sheen, and has simple geometric designs indicating rank and unit painted on the sides in bold white or gold paint. The helmet is a crude and basic design, lacking any form of face guard or visor.

While wearing the Footsoldier's Helmet, the character gains proficiency in all simple and martial weapons and with Light armor.

Construction
Requirements Craft Magic Arms and Armor, *true strike*, creator must be proficient with simple and martial weapons
Cost 2,000 gp (DC 20)

HELMET, HAMMERHEAD

Aura faint necromancy and transmutation **CL** 8th
Slot head and shoulders **Price** 40,000 gp (DC 31)
Weight 20 lbs
This heavy steel helmet is topped with a flat, blunted crown and includes a thick, t-shaped faceguard to protect the wearer's nose and eyes. A double layer of heavy iron mail hangs from the rear of the helmet and drapes over the wearer's shoulders.

While wearing the Hammerhead Helmet, the character increases the equipment bonus to AC provided by any Light or Medium armor by +2, but suffers an additional -1 armor check penalty due to sheer bulk.

While wearing the Hammerhead Helmet, at the end of any charge, the character can make a headbutt attack at a +4 circumstance bonus. This headbutt inflicts 2d8 + STR modifier points of bludgeoning damage (20/x2). When making this attack, the wearer can choose to suffer 2d6 points of temporary INT damage, which cannot reduce his INT score below 3. For every point of temporary INT damage sustained, a successful headbutt attack inflicts an additional +2 points of damage (maximum +20), which is added in and not multiplied on a critical hit.

While wearing the Hammerhead Helmet, the character is treated as possessing the Run feat. If worn by a creature with an INT score of 5 or lower, the wearer's charging headbutt attack ignores Hardness of non-magical structures.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, touch of idiocy*
Cost 20,000 gp (DC 28)

HELMET, WARMASTER'S

Aura strong necromancy **CL** 18th
Slot head and headband **Price** 75,000 gp (DC 33)
Weight 5 lbs
This barbute-styled helm is designed for intimidation and violence. The steel of the helm is a deep violet so dark it is nearly black, and multiple rubies glower above the eye slit, their configuration resembling spider's eyes. The helm is framed by a pair of bat winged horns. The wearer's face is obscured by shadow, and their pupils glow with the same dark light as the rubies worn above them.

The Warmaster's Helmet grants the wearer the *vorpal* property with any slashing weapon he wields. While wearing the Warmaster's Helmet, the character gains *Frightful Presence* and *Fearsome Violence* as bonus feats.

Construction
Requirements Craft Wondrous Items, *finger of death, keen edge, scare*
Cost 37,500 gp (DC 31)

IRON SCALES

Aura faint abjuration **CL** 3rd
Slot armor **Price** 48,200 gp (DC 31) **Weight** 50 lbs
This bulky armor has a high, angular gorget and pauldrons protruding from the body like short, blunt spines. The armor itself is roughly forged, with a scale-like texture to the dull grayish-black metal. These bulky suits of armor are popular among especially strong reptilian Anthros, as it helps regulate body temperature as well as provide solid protection.

The Iron Scales is a **+2 half plate of cold and fire resistance.** If worn by an Anthro with the Reptilian Torpor disadvantage, the disadvantage is suppressed as long as the Iron Scales are worn.

Construction
Requirements Craft Magic Arms and Armor, *anthro adaptation, resist energy*
Cost 24,100 gp (DC 29)

KID POWER SUIT

Aura moderate illusion **CL** 10th
Slot armor **Price** 4,500 gp (DC 23) **Weight** 2 lbs
A Kid Power Suit is a tight fitting and brightly colored bodystocking, emblazoned with a bold, monochromatic design on the chest. This insignia is as iconic and visually clear as an iPod app key, and represents the wearer's powers and aptitudes. This insignia is different for every person who dons the armor. The armor includes a pair of dull silver bracers and greaves, which act as integrated *Mag Boots.*

By default, the Kid Power Suit is a set of **+1 glammered action wear.** The Kid Power Suit can assume the form of any form of civilian attire, in any color and style the wearer desires. If the Kid Power Suit is worn by a creature that is either in the Small or smaller size category, or by a creature in the Young Adult age category or younger, it acts as **+2 glammered action** wear instead.

Construction
Requirements Craft Magic Arms and Armor, *disguise self*

Cost 2,500 gp (DC 21)

LEADEN COLLAR

Aura strong transmutation and universal **CL** 16th
Slot armor, neck, face and head **Price** 182,000 gp (DC 36)
Weight 30 lbs
Incredibly heavy and bulky, this thick lead collar fits around the throat like a gorget. Enormous iron rivets line the collar's circumference. A short scarf of black iron rings connects the collar to a lead half-mask that completely covers the wearer's face and lower jaw, like a muzzle. When the collar's protective spells activate, the mask fuses to the wearer's body, replacing their lower mandible with an articulated sculpture of dull, heavy metal.

The Leaden Collar functions as a **+4 deathless breastplate of heavy fortification.** Three times per day, the wearer can activate lead body via the Leaden Collar. While this spell is active, the wearer cannot speak or make any vocal noise, but their fused, blunt lead jaw gives them a natural bite attack that inflicts 1d10+STR modifier bludgeoning damage (20/x2). This bite attack counts as magic and adamantine for the purpose of overcoming damage reduction.

Construction
Requirements Craft Magic Arms and Armor, *death ward, lead body, limited wish*
Cost 91,000 gp (DC 33)

MASK, BATTLEMASK

Aura faint abjuration **CL** 4th
Slot face **Price** 11,000 gp (DC 26) **Weight** 2 lbs (medium)
Many Battlechangers protect a relatively human-like facial structure behind a mostly featureless metal mask that covers the mandible and most of the nose. Most of these Battlemasks are articulated, and move with the facial structures beneath as the mecha speaks.

While wearing a Battlemask, a Battlechanger gains a +2 enhancement bonus to Armor Class, which stacks with enhancement bonuses from enhanced armor.

Only Battlechangers can wear or gain any benefit from Battlemasks.

In addition, the Battlemask grants a +4 competence bonus on a particular skill, which determines the mask's coloration and styling.

- ***Dull Silver Battlemask***: bonus on Diplomacy checks
- ***Golden, Angular Battlemask:*** bonus on Bluff checks
- ***Golden, Vented Battlemask***: bonus on Craft (firearms)
- ***Matte, Etched Battlemask:*** bonus on Survival checks
- ***Matte, Gasmask-Style Battlemask:*** bonus on Sense Motive checks
- ***Metallic Purple Battlemask:*** bonus on Intimidate checks
- ***Orange Chrome Battlemask:*** bonus on Fly checks

Construction
Requirements Craft Wondrous Items, *mage armor* or *shield of faith*
Cost 5,500 gp (DC 24)

MASK, FIRE-PHANT

Aura moderate abjuration and conjuration **CL** 10th
Slot head and face **Price** 28,000 gp (DC 29) **Weight** 22 lbs
This heavy red-enameled steel helmet resembles an elephant's skull, complete with articulated steel ears that flare past an average sized wearer's shoulders. An articulated trunk hangs down low and is engineered similarly to early cybernetic prosthesis. Heavy fire-resistant Kevlar straps hold the entire massive helm to the wearer's shoulders with moderate comfort.

The Fire-Phant Mask's trunk functions as a unique ranged weapon similar to a **+2 water cannon** of effectively infinite ammunition. This weapon can be used at no penalty even if the wearer's hands are all occupied, and cannot be disarmed.

While wearing the Fire-Phant Mask, the character gains Fire Resistance 10.

Construction
Requirements Craft Magic Arms and Armor, *create water, resist energy*
Cost 14,000 gp (DC 27)

Weapon	Damage		Range	ROF	Special
Water Cannon	2d10 nonlethal bludgeoning	20/x2	30	Single	Cannot inflict lethal damage

MASK, TYRANTIS

Aura strong transmutation **CL** 12th
Slot face **Price** 45,000 gp (DC 31) **Weight** 10 lbs
Constructed from angular planes of ebon and royal purple xeno-alloys, this intimidating war mask is a face out of the darkest Tyrakron legends.

A Tyrantis Mask functions identically to armor with the Skullgrin magic armor property, granting a +10 profane bonus on Intimidate checks against good or neutral creatures, or a +5 profane bonus on Intimidate checks against evil creatures. A good creature wearing this mask gains one negative level, which cannot be removed while the mask is worn.

The Tryrantis Mask grants the wearer the ability to speak and read Tech-TY. The wearer gains a +2 competence bonus on all CHA-based skill checks made using this language. Three times per day, the wearer can rip the Tyrantis Mask from their face, along with their facial plating and mechanisms, and use *mauling faceplate* as a 12th level Witch. The damage from this mauling face plate is increased to 3d8 + the wearer's CHA modifier.

Special: Only a creature with the Battlechanger subtype can mount a Tyrantis Mask. The Mask automatically resizes itself to accommodate Battlechnagers of varying size categories.

Similar Items
The **Tyrantis Umbris Mask** is an even more lethal, more potent version of an ordinary Tyrantis Mask, with features designed to recall a particularly terrifying demon from the depths of Umbra Nemesis mythology.

In addition to the capabilities of an ordinary Tyrantis Mask, a character wearing the Tyrantis Ubris Mask can use a modified version of finger of death as a 19th level caster up to three times per day. The caster level of the mauling face plate rises to 19th as well, and damage inflicted is 6d6+CHA modifier.

The Tyrantis Umbris Mask has a CL 19th and a purchase price of 232,000 gp (DC 37). *Finger of death* is added to the construction requirements.

Construction
Requirements Craft Magic Arms and Armor, creator must be an evil Battlechanger, *mauling faceplate, scare*
Cost 22,500 gp (DC 29)

MANE OF THE IRON LION

Aura strong abjuration and evocation **CL** 18th
Slot armor **Price** 20,000 gp (DC 28) **Weight** 25 lbs
Made from the manes of the dire lions slain by noble-born warriors, these hides have become symbols of strength and courage. When the wearer is struck, the mane's soft, golden fur becomes as hard as stone. The item may be worn by any warrior, but is especially prized by Combatants.

The Mane of the Iron Lion is a set of **+1 hide armor of invulnerability.** It confers Damage Reduction 5/magic upon the wearer. The Mane of the Iron Lion is specially designed for use by Combatants. A character with Combatant levels wearing this magic armor retains full use of all class abilities (though armor check penalties still apply).

Construction
Requirements Craft Magic Arms and Armor, *miracle, stoneskin*
Cost 10,000 gp (DC 26)

MINING REINFORCEMENT

Aura moderate transmutation **CL** 9th
Slot armor **Price** 96,000 gp (DC 34) **Weight** 30 lbs
This heavy, impact scarred armor plating bolts onto a Battlechanger's chest and shoulders. The armor is painted with diagonal yellow and black hazard warnings. Slow but hard-grinding gearing and rock crushers are built into the pauldrons.

Mining Reinforcement functions as a **+1 blow-off, grinding breastplate.** While wearing the Mining Reinforcement, the character benefits from the *stonecutting* racial property. In addition, while in robot-mode, the wearer gains a Burrow speed of 10 ft, but can burrow through solid stone, metal or worked stone as easily as loose and unworked earth.

Special: Only Battlechangers with a Ground Worker alt-mode can benefit from this magic armor.

Construction
Requirements Craft Magic Arms and Armor, *break, keen edge, transmute rock to mud*
Cost 48,000 gp (DC 31)

NEMEAN GUARD

Aura strong abjuration and conjuration **CL** 13th
Slot armor and wrists **Price** 42,800 gp (DC 31)
Weight 20 lbs
This armored sleeve and breastplate protects the weaker, left side of the body. Made of plates of bronze alloyed with copper to give a blood red tinge, the shoulder plate is crowned with a snarling lion's face. The shoulder guard's edge is a serrated lion's mane; when the wearer calls upon the guard's powers both the sculpted lion's eyes and the edges of its mane ignite.

The Nemean Guard acts as a **+3 agile breastplate of light fortification**, and has the following additional properties.

Once per day, as a standard action, the wearer can summon a celestial lion to fight at his side. This functions as a *summon monster IV* spell cast by a 13th level wizard, and the celestial lion can only be summoned if the wearer has personally slain at least one living creature during the current encounter.

Additionally, once per day the wearer of the Nemean Guard can call upon the fiery energies of the armor to bestow the *flaming burst* magical weapon property upon his all melee attacks, whether made with a weapon, with unarmed strikes, or with natural weapons. Calling upon this ability is a move equivalent action, and the effect remains for 13 rounds after it is activated. The Nemean Guard's *flaming burst* property can only be activated after the wielder suffers either a confirmed critical hit, or suffers at least 30 points of damage in a single encounter, whether from one or multiple attacks.

Construction
Requirements Craft Magic Arms and Armor, *fireball, limited wish, summon monster IV*
Cost 21,400 gp (DC 28)

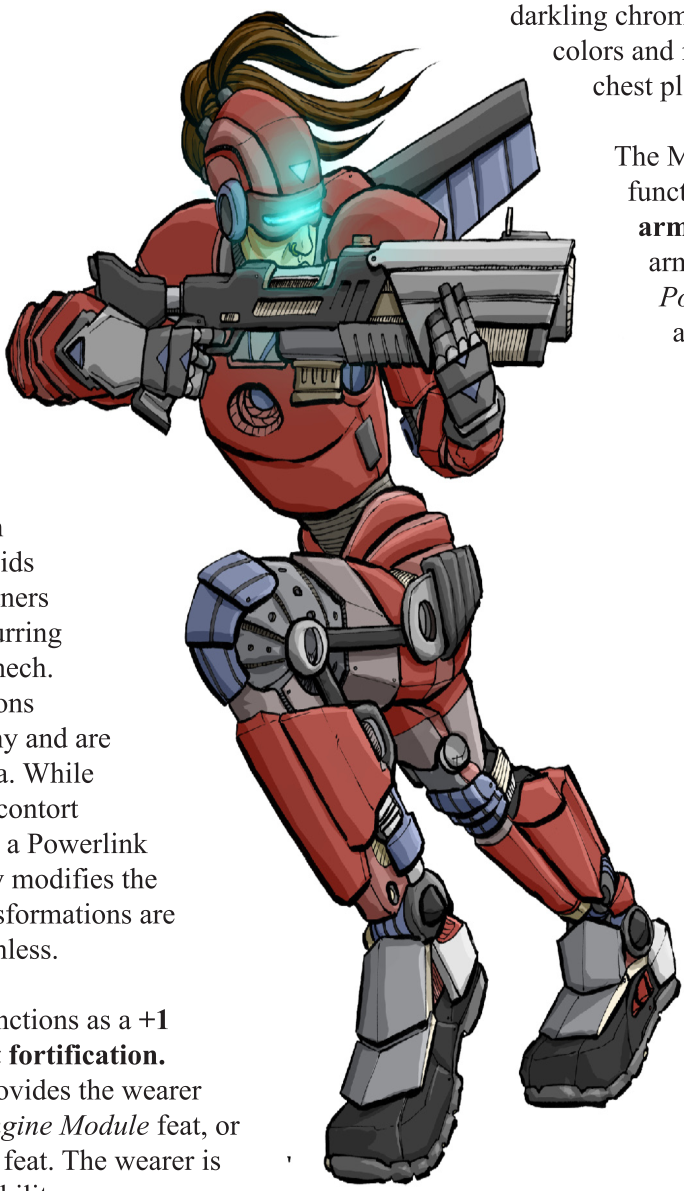
PAIN DANCER'S CORSET

Aura moderate transmutation **CL** 5th
Slot armor **Price** 10,950 gp (DC 26) **Weight** 2 lbs
If you can feel the sharpness of a blade or the heat of a bullet the moment the edge touched your fur, and knew you could nimbly twist yourself clear, would you bother with bulky, restrictive body armor? Or would you wear something as eye-catching as this tightly laced, traditional ebony and violet corset over your pelt? Style has to count for something.

The Pain Dancer's Corset is a set of **+1 brawling, expeditious battle lingerie.**

Once per day, the wearer can reduce the damage of a successful attack against her to the minimum. For instance, if hit with an attack inflicting 2d6+3 damage, this attack would inflict 5 points of damage against the target. The wearer must decide to activate this feature, as an immediate action, before damage dice are rolled.

Construction
Requirements Craft Magic Arms and Armor, *anticipate peril, bull's strength, expeditious retreat*
Cost 5,475 gp (DC 24)



POWERLINK EXO-SUIT

Aura strong abjuration and transmutation
CL 13th
Slot armor **Price** 36,000 gp (DC 30)
Weight 45 lbs

This cybernetic exo-skeleton is designed to allow humanoids to function as symbiotic partners for Battlechanger mecha, blurring the lines between man and mech. These well-made exo-skeletons mimic Battlechanger anatomy and are basically human-scale mecha. While worn, the human inside can contort themselves to transform into a Powerlink component- the armor subtly modifies the humanoid form so such transformations are painless and essentially harmless.

Each Powerlink Exo-Suit functions as a **+1 advanced spacesuit of light fortification.** Each Powerlink Exo-Suit provides the wearer with either the *Powerlink Engine Module* feat, or the *Powerlink Head Module* feat. The wearer is if possessing the minimum ability score necessary for this feat for purpose of Powerlinking rather than their own if their ability scores are lower. The creator chooses which feat the Powerlink Exo-Suit provides at the time of creation. The wearer is treated as if possessing the Battlechanger subtype while the armor is worn.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *limited wish, powerlink bio-implants*
Cost 18,000 gp (DC 28)

POWERLINK EXO-SUIT, MASTER GRADE

Aura strong abjuration and transmutation **CL** 13th
Slot armor **Price** 110,000 gp (DC 34) **Weight** 75 lbs

This larger and more aggressively styled exo-suit is designed to dominate Battlechangers as a bio-mechanical parasite. These suits often incorporate samurai-esque flourishes crowning the helm of the fearsome robotic head the armor transforms into. The armor is usually darkling chrome, accented by brighter, threatening colors and impressive bio-light displays on the chest plate and pauldrons.

The Master Grade Powerlink Exo-Suit functions as a **+3 grade-I powered armor of moderate fortification.** The armor provides the wearer with the *Powerlink Head Module* feat as well as the *Powerlink Head Mastery* feat, allowing them to dominate Battlechangers who fail a DC 20 WILL Save, as per the feat's description.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *limited wish, powerlink bio-implants*

Cost 55,500 gp (DC 32)

POWERLINK EXO-SUIT, TRIGGER GRADE

Aura strong abjuration and transformation **CL** 13th
Slot none **Price** 75,000 gp (DC 33) **Weight** 13th

This exo-suit is designed to transform into a high-energy booster unit for advanced energy weapons. The armor is specially heat-resistant and includes high temperature ceramic composite plating. Energy discharge systems are built into the armor's spinal plating.

The Trigger Grade Powerlink Exo-Suit functions as a **+1 advanced spacesuit of Fire Resistance and light fortification.** The armor provides the wearer with the *Powerlink Engine Module* feat and *Powerlink Weapons Booster* feats.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *energy resistance, limited wish, powerlink bio-implants*
Cost 37,500 gp (DC 31)

RAMPART PLATE

Aura strong universal **CL** 13th
Slot none **Price** 113,250 gp (DC 34) **Weight** 47 lbs
This green and gold *occult-tech* armor is worn as a badge of honor and trust by well-trained knights. A simple green steel cuirass is reinforced with heavy bronze plating. Intentionally designed to be asymmetric, the wearer's 'off shoulder' is protected by a bulky, bulbous armor plate studded with three or four inch blunted screws. A retractable clockwork gorget and integrated faceplate protects the wearer's throat and jaw, deploying from the armor's breast plate with a series of low clicks when needed.

Rampart Plate is **+4 agile half-plate.**

When worn with any shield, the asymmetrical design of the Rampart Plate provides the character with an additional +2 shield bonus to AC, which stacks with that of the shield. In addition, the Rampart Plate provides the wearer with the *space suit* mundane armor property. Three times per day, by by touching a jeweled stud over the pauldron as a standard action, the wearer can activate occult-tech forcefield projectors built into the armor.

This armor provides the wearer with a +4 deflection bonus to Armor Class, as well as negating the effects of 1st through 3rd level spells. This glistening, golden aura remains in place for three minutes once activated.

Construction
Requirements Craft Magic Arms and Armor, *emergency spacesuit, lesser globe of invulnerability, limited wish*
Cost 56,625 gp (DC 32)

RAT RIDER'S CUT

Aura moderate conjuration **CL** 8th
Slot armor **Price** 14,500 gp (DC 27) **Weight** 3 lbs
The *Rat Riders* are a shockingly tough outlaw motorcycle club whose members are exclusively rat, mouse and rodent Anthros, though they occasionally let a squirrel or rabbit Anthro patch into the club if they're tough enough. The Rat Rider's sleeveless cut-down leather vests, decorated with a bold yellow and red sneering rat center patch, are highly prized- a member would sooner cut off his own arm than give up these occult-tech colors.

The Rat Rider's Cut is **a +2 brawling leather jacket.** Up to three times per day, the Rat Rider's Cut can summon a heavy duty motorcycle statistically similar to a Harley-Davidson FLSTF Fat Boy (D20 Modern, pg 124-125) with a custom *Rat Rider MC* paintjob.

The motorcycle remains in existence for one hour per summoning, or until a non-Rat Rider mounts the motorcycle- the wearer cannot use this summoned motorcycle to carry a non-Rat Rider passenger.

Construction
Requirements Craft Magic Arms and Armor*, bull's strength ghost chassis,* creator must have 5+ ranks in Drive
Cost 7,250 gp (DC 25)

RAVEN'S STEEL

Aura moderate illusion and transmutation **CL** 9th
Slot armor **Price** 8,950 gp (DC 25) **Weight** 25 lbs
A cunningly jointed breast plate of night-black steel has been elaborately (and ostentatiously) decorated with scenes of the night sky. A low-relief moon hidden behind clouds peeks out from the armor's shoulder pauldrons, and the flexible abdominal plating bears similar reliefs sketching out the skyline of some fantastical city. Despite the armor's weight and bulk it is specifically designed for avian wearers, and includes easily removable and replicable protective plates on the spine and upper shoulders to accommodate even the most impressive wingspan.

Raven's Steel is a **+1 agile breastplate of shadow.** Though the Raven's Steel is medium armor, it may be worn by an Anthro with the Winged Flight trait (or similar creatures) without impeding the wearer's flight ability. The armor's check penalty never applies to Fly checks.

Construction
Requirements Craft Magic Arms and Armor, *invisibility,* either *military flight* or *overland flight*, *silence,* creator must possess the Winged Flight trait or a similar natural flight ability
Cost 4,475 gp (DC 23)

SERPENT BANE PLATE

Aura moderate conjuration **CL** 9th
Slot armor and weapon **Price** 31,000 gp (DC 30)
Weight 52 lbs
This gleaming steel armor is decorated by an intricately carved scale pattern inlaid with gold. The armor is asymmetrical and strange. The right pauldron is heavy and ornate, etched with draconic image, while the wearer's left shoulder and breast is exposed completely. A pair of fang-like daggers are built into the bulky right gauntlet.

Serpent Bane Plate is a set of **+3 serpent-defiant, poison resistant agile half-plate.** The armor's defiant property activates against dragons as well as creatures of the reptilian subtype, as does the weapon's bane property.

Weapons
The Serpent Bane Plate has a **+2 serpent-bane punching dagger** built into the right gauntlet.

Construction
Requirements Craft Magic Arms and Armor, *neutralize poison, summon monster I*
Cost 15,500 gp (DC 27)

SHIELD, ANTHRO-SOUL

Aura strong transmutation **CL** 12th
Slot shield **Price** 38,800 gp (DC 31) **Weight** 6 lbs
These fine steel and glass shields resemble blunt edged pentagons, and consist of a strong, metallic backing and frame girding an enchanted mirror that forms the shield's face. Within this ensorcelled mirror, an illusory beast paces and roars silently, like a tiger within a cage.

Each Anthro-Soul Shield is a **+2 blinding light steel shield.** Each shield of this type holds a particular animal or magical beast spirit totem, which is almost always a large, impressive creature such as a lion or elephant or more exotic creature. Once per day, as a standard action, the wearer can touch this shield and wrap themselves in a gleaming illusory corona resembling this creature. This functions as *beast shape IV* save that the shield's wielder is visible within this animal, floating in a fetal position within a glowing animalistic shape, with the Anthro-Soul Shield floating at the 'spine' of the energy beast, and otherwise functions identically to the spell.

Construction
Requirements Craft Magic Arms and Armor, creator must be an Anthro, *beast shape IV, searing light*
Cost 19,400 gp (DC 28)

SHIELD, ECLIPSE

Aura moderate evocation **CL** 6th
Slot none **Price** 33,000 gp (DC 30) **Weight** 15 lbs
This shield is nothing so crude as physical matter. It is solidified light warring with inky black shadow. A sliver of sun-like light peeks out from beneath the ever shifting shadow cover, rimlighting the area around the shield like the last rays of sunlight cast by an eclipse.

The Eclipse Shield acts as a **+1 heavy steel shield**. In addition, three times per day, the shield bearer can cast *deeper darkness* as a 6th level cleric, with the shield as a focal point. The bearer can see perfectly in the darkness, so long as the shield is equipped. The Eclipse Shield can only create *deeper darkness* during daylight hours, and cannot do so underground.

Once per day, the Eclipse Shield allows the wearer to cast *sunburst* as a 6th level cleric. The Eclipse Shield can only create a *sunburst* between sunset and sunrise, or when the bearer is underground.

Construction
Requirements Craft Magic Arms and Armor, *deeper darkness, sunburst*
Cost 16,500 gp (DC 28)

SHIELD, HONEYCOMB

Aura moderate transmutation **CL** 10th
Slot shield **Price** 46,000 gp (DC 31) **Weight** 5 lbs
Composed of a hexagon of alchemically hardened wax with a gleaming golden sheen, the heart of this shield is a smaller hexagonal pool of enchanted honey. Normally, this strange, mystic honey is as hard and unbreakable as diamond, but a word and touch from the shield's bearer turns it into an endless supply of edible, viscous honey.

The Honeycomb Shield functions as a **+2 benevolent wooden shield.** Once per day, the wearer can set the Honeycomb Shield down on a flat surface and speak a command word, creating 1d6+1 doses of *Power Honey* (this sourcebook), within the small well at the center of the shield. If these doses are not used within three minutes, or if the shield is strapped the arm again before these doses are consumed, they are lost without effect.

Construction
Requirements Craft Magic Arms and Armor*, bull's strength, enlarge person*, creator must be a bee Anthro, Mantid or similar insect-derived creature
Cost 23,000 gp (DC 29)

SHIELD OF SEVEN SERPENTS

Aura moderate conjuration **CL** 8th
Slot shield **Price** 72,000 gp (DC 33) **Weight** 10 lbs
This small, round shield is formed from a knot of seven serpents, each sculpted from a different metal. The end result is eerily alive, and the dull ruby chips in the eye sockets seem predatory and aware.

The Shield of Seven Serpents is a **+1 light steel shield.**

While the Shield of Seven Serpents is equipped, the wearer becomes immune to poison. However, each time the wearer is exposed to poison one of the sculpted serpents bites the wearer, inflicting 1 point of slashing damage. Once per day, as a standard action, the wearer can speak a quiet, hissing curse and summon a *venomous snake swarm* (B3), which appears to serve the wearer loyally for 8 rounds our until destroyed.

Construction
Requirements Craft Magic Arms and Armor, *neutralize poison, summon monster IV* or *summon nature's ally IV*
Cost 36,000 gp (DC 30)

SHIELD, SNOWSTONE

Aura moderate abjuration and evocation **CL** 8th
Slot none **Price** 63,000 gp (DC 32) **Weight** 45 lbs
This shield is forged from a trapezoidal piece of elemental ice that will never melt but constantly drips melt-ice and steams with primal cold. A star-shaped ice crystal at the heart of the shield is a deep, oceanic blue against the stark white of the shield.

The Snowstone Shield acts as a **+2 tower shield of improved cold resistance.**

The snow-stone gem at the heart of the shield can also fire a devastating blizzard-like blast once per day. The blast is a 60 ft line of cold that inflicts 6d6 points of cold damage (REF DC 18 half).

Construction
Requirements Craft Magic Arms and Armor, *ice storm, resist energy*
Cost 31,500 gp (DC 30)

SHIELD, SPACE-HERO'S

Aura faint abjuration **CL** 5th
Slot shield **Price** 4,500 gp (DC 23) **Weight** 5 lbs
This relatively small shield is an elongated triangle with blunted edges, and is composed of translucent golden polymer. Rather than painted heraldry, a heroic symbol is etched into the polymer as a low relief.

A Space-Hero's Shield functions as a **+1 light steel shield**, though it is completely non-metallic in construction. While the Space-Hero's Shield is worn, the character benefits from a constant *emergency space suit* and *star ranging* effect.

Construction
Requirements Craft Magic Arms and Armor, *emergency space suit, star ranging*
Cost 2,250 gp (DC 21)

SHOWTIME BRACELET

Aura moderate illusion **CL** 10th
Slot armor **Price** 6,000 gp (DC 24) **Weight** negligible
The emitter for this holographic armor is a slender bracelet with a bright, five pointed star on one face. The Showtime Bracelet is a bright, golden hardlight construct, with minimal physical presence.

The Showtime Bracelet projects a set of **+1 glamered performance data-wear** around the wearer. The Showtime Bracelet can change its appearance at the user's command to become virtually any form of clothing, including specialized outfits, chosen by the wearer. Its protective qualities do not change.

Special: If worn by a wearer who is equipped with any other Showtime magic item, the Showtime Bracelet provides the *space suit* armor property.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Bard, *disguise self*
Cost 3,000 gp (DC 22)

SPACEFIRE PLATE

Aura moderate transmutation **CL** 8th
Slot armor **Price** 19,600 gp (DC 28) **Weight** 30 lbs (Medium)
Spacefire Plate is always brightly colored, often a rich cherry red, solar yellow, or orange as iridescent as a koi's scales. In Battlechanger form, the Spacefire Plate is a brilliant, hazard-colored armor kit reinforcing the upper torso. In alt-mode, this armor becomes a set of angular booster pods worn somewhere on the fuselage.

Spacefire Plate functions as a **+2 blow-off, trans-scanning breastplate.** While wearing the Spacefire Plate, the Battlechanger gains an additional 4 points of Fuelon in their reserve, which are lost before integral points. While wearing the Spacefire Plate, the wearer can expend 5 points of Fuelon to cast *haste* upon themselves.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *BFG, break, greater fuelon charge, haste*
Cost 9,800 gp (DC 25)

SPIDER'S CHITIN

Aura faint transmutation **CL** 7th
Slot armor **Price** 26,000 gp (DC 29) **Weight** 22 lbs
This glossy black breast plate is forged from the chitin of a gigantic spider's thorax. An hourglass-like symbol burns bright red at the breast.

Spider's Chitin is a **+1 agile breastplate.** While wearing the Spider's Chitin, the character gains a Climb speed equal to their base landspeed, gaining a +8 circumstance bonus on Climb checks. Spider's Chitin is a completely non-metallic armor, allowing it to be worn by Druids.

Construction
Requirements Craft Magic Arms and Armor, *spiderclimb*
Cost 13,000 gp (DC 27)

"TAIL HIGH!" TEE

Aura faint abjuration **CL** 3rd
Slot body **Price** 2,000 gp (DC 20) **Weight** negligible
"Tail high!" or "Keep your tail high!" are common phrases of encouragement and good cheer among pretty much every mammalian Anthro species. This sky-blue t-shirt has the catch phrase in small white English letters superimposed over larger navy blue *Fursong* script bearing the same message.

While wearing the "Tail High!" Tee, a character with the Bravery class feature treats its benefit as being +2 better than normal. If the character lacks the Bravery class feature, they are treated as possessing Bravery +1 while wearing this t-shirt.

Special: An Anthro with Cavalier levels can treat this t-shirt as his or her Banner, if desired.

Similar Items
The ***"Tail Higher!" Jacket*** is a heavy bomber jacket with the iconic slogan worn as a colorful patch across the back and shoulders, usually with the retro-sexy pinup-style image of a cute Anthro vixen as well. The "Tail Higher!" Jacket functions as a ***+1 buff coat*** in addition to the properties above, and occupies the armor slot. It is created with Craft Magic Arms and Armor and has a purchase price of 4,800 gp (DC 23).

Construction
Requirements Craft Wondrous Items, *remove fear*
Cost 1,000 gp (DC 18)

TRANSMETAL VEST

Aura faint abjuration **CL** 5th
Slot armor **Price** 15,000 gp (DC 27) **Weight** 2 lbs
When inactive, the only trace of this futuristic, matte-black Kevlar vest's true defensive power are slender gold circuit motifs covering the torso. Occasionally, these lines flare with crackling electrical discharges.

The Transmetal Vest is a **+1 light ballistic vest.** Three times per day, the vest's wearer can activate *transmetalization* as a standard action, gaining immunity to Ballistic and Force damage for up to 5 minutes per activation. While this effect is active, the Transmetal Vest sheds bright illumination in a 5 ft radius and dim illumination for a farther 20 ft.

Construction
Requirements Craft Magic Arms and Armor, *transmetalization*
Cost 7,500 gp (DC 25)

UNIVERSAL PLATE

Aura faint conjuration or transmutation (if *make whole* is used) **CL** 3rd
Slot armor **Price** 6,250 gp (DC 24) **Weight** 50 lbs
A species as diverse as Anthros has its noble knights, questing lords, tyrannical warlords and would-be emperors. Despite their diversity of form, all must be attired in proper, knightly raiment. Anthro smiths across the land can produce fine, gleaming full plate capable of magically reshaping itself to the quirks of the wearer's anatomy.

Universal Plate is simply **+1 Anthro-adaptive full plate.**

Similar Items
Anthro rogues, highway-men and dashing adventurers often make do with the significantly cheaper ***Universal Leathers***, which are ***+1 Anthro-adaptive studded leather armor.*** Universal Leathers have a purchase price of 4,800 gp (DC 23). Other Universal Armors common on high fantasy worlds might use a chain-shirt, half-plate or o-yoroi as the base armor with slightly varying costs.

Construction
Requirements Craft Magic Arms and Armor, *instant armor* or *make whole,* creator must be an Anthro
Cost 3,125 gp (DC 22)

UNIVERSAL SPACE SUIT

Aura faint conjuration or transmutation (if *make whole* is used) **CL** 3rd
Slot armor **Price** 5,200 gp (DC 23) **Weight** 60 lbs
Megacorps and governments that do business with Anthro populations make it a point to have plenty of Universal Space Suits available to accommodate the many anatomical quirks possessed by Anthro spacers. These space suits come in a variety of colors and styles, but all are modular and designed for easy modification and field-repair.

The Universal Space Suit is a simple **+1 Anthro-adaptive space suit.**

Similar Items

More expensive and only slightly-less-common variants of this armor use an *Advanced Space Suit*, *Armored Space Suit* or *Heavy-Grav Space Suit* as the armor's base, increasing the purchase price and construction cost appropriately. *Universal Powered Armor* is prohibitively expensive for most spacers, but well worth the price for the relatively few Anthro soldiers with access.

Construction

Requirements Craft Magic Arms and Armor, *instant armor* or *make whole,* creator must be an Anthro

Cost 2,600 gp (DC 21)

UP-ARMOR KIT

Aura moderate transmutation **CL** 9th

Slot armor **Price** 45,400 gp (DC 31) **Weight** 60 lbs (Medium)

This angular, segmented armor kit adds significantly to a Battlechanger's bulk in robot mode, and in vehicle mode, turns any vehicle, no matter how innocuous, into a 'technical' fighting vehicle. The Up-Armor Kit adheres to the Battlechanger's hull with quick-release mag-clips and can easily accommodate the complexities of transformation.

The Up-Armor Kit is a **+3 blow-off, trans-scanning and wilding agile half-plate.** The Up-Armor Kit's *wilding* property applies to any alt-mode assumed by the wearer, allowing the Battlechanger to retain the armor in vehicle mode.

Vehicle Mode Weapons
When in vehicle mode, the Battlechanger fields an externally mounted ***+1 M-60 of infinite ammunition.*** The Battlechanger cannot fire or control this weapon independently, but a partner can. This weapon folds into the Up-Armor Kit when in robot mode and cannot be accessed.

Special: Only Battlechangers with at least one vehicular alt-mode can wear this unique armor.

Construction
Requirements Craft Magic Arms and Armor, *baleful polymorph, BFG, break*, *infinite ammunition,* creator must be a Battlechanger
Cost 22,700 gp (DC 29)

WAR BLOUSE

Aura faint transmutation **CL** 5th
Slot armor **Price** 7,800 gp (DC 25) **Weight** 18 lbs
This armor consists of a heavy leather cuirass over a pristine white silk underlayer. Multiple layers of rigid leather, accented with gold fastenings, protect the torso, and are decorated with curling motifs resembling ram's horns encircle each breast.

The War Blouse is a set of **+1 expeditious studded leather.** While wielding the War Blouse, the character is treated as possessing the Run and Up the Walls feats.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, expeditious retreat*
Cost 3,900 gp (DC 23)

WAR LION'S AEGIS

Aura moderate transmutation **CL** 12th
Slot armor and helmet **Price** 58,750 gp (DC 32)
Weight 75 lbs
This ornate armor is forged from bronze and steel accented with gold. In its most common form, this armor is heavy plate and mail barding designed for a feline warrior, including an integrated saddle designed to allow a partner to fight from the great cat's back with ease. The great cat's head and neck is protected by a heavy helm, resembling the snarling visage of some mythic creature. With a thought, both armor and great cat alike become a powerful, bipedal warrior, with the armor becoming gleaming plate. In either shape, the armor is decorated with long, elegant curves and swooping, vaulted elements.

In its default configuration, the War Lion's Aegis is a set of **+2 wild half plate barding.** As a full round action, the wearer can undergo a startling transformation. The wearer becomes a bipedal Monstrous Humanoid of the same size category, and gains the Anthro subtype. This armor reconfigures to fit the creature in its new form, taking the shape of **+2 wild half plate**. This transformation can be maintained as long as desired, or until the creature removes the armor.

Special: Only a True Beast, Ubasti or other quadrupedal felinoid creature can wear and benefit from this unique barding.

Construction
Requirements Craft Wondrous Items, creator must be a feline Anthro, True Beast, Ubasti or other feline creature, *baleful polymorph, superior anthro adaptation*
Cost 29,375 gp (DC 30)

WAR ROVER ARMOR

Aura faint enchantment **CL** 5th
Slot armor **Price** 7,500 gp (DC 25) **Weight** 25 lbs
Once genetic engineering is weaponized, every nation-state and NGO that can afford it begins custom-breeding Anthro super-soldiers. War Rover Armor is an American armor system fairly typical of the gear provided to trusted, battle-tested Anthro operatives. War Rover is a matte gunmetal grey hardsuit with a burst of patriotic red, white and blue detailing painted on the left pauldron. The modular armor is designed to be worn by a variety of Anthros of different sizes and breeds, though the armor is especially prized by uplifted canids.

War Rover Amor is a set of **+1 Anthro-adaptive, benevolent MP tactical armor.** Special occult-tech systems built into the armor allow an Anthro wearer with the *scent* special quality to retain use of this ability even when the armor is fully environmentally sealed without compromising its protective *space suit* armor quality.

Construction
Requirements Craft Magic Arms and Armor, *aid, Anthro adaptation, instant armor* or *make whole*, creator must be an Anthro
Cost 3,750 gp (DC 22)

WEAPON-MASTER'S LEATHERS

Aura faint transmutation **CL** 5th
Slot none **Price** 54,200 gp (DC 32) **Weight** 20 lbs
Gaudy and visually arrogant, Weapon-Master's Leathers are a tightly fitted, high gloss black leather catsuit, worn open at the collar to mid-sternum. The theatrical collar is blood red and comes to a high point behind the crown of the wearer's head.

The Weapon-Master's Leathers are a set of **+2 star leathers.** While wearing this armor, the character gains a +5 competence bonus on Craft (cybernetics) and Craft (firearms) checks. Up to five times per day, the wearer can touch any weapon he is wielding and increase its damage output by one dice for one minute, or until the touched weapon leaves his hand.

Construction
Requirements Craft Magic Arms and Armor, *BFG, engineer's touch*
Cost 27,100 gp (DC 29)

WRECK PLATE

Aura strong abjuration **CL** 9th
Slot armor **Price** 94,000 gp (DC) **Weight** 30 lbs (medium)
Wreck Plates are repurposed and scavenged automobile and aircraft parts, crudely bolted together, purpose-cut and welded together into a simple yet efficient breast plate. Despite the crude manufacture, Scavengers who forge this armor take great pride in it, painting elaborate tribal designs and flame motifs in brilliant, rust-resistant colors. Tribal slogans and fearsome mottos written in alien glyphs are also common.

A Wreck Plate is a **+2 trans-scaling, wild breastplate.**

While wearing Wreck Plate, the wearer becomes immune to Acid and to effects that rust or degrade metal, such as *rusting grasp,* or a rust monster's touch. The Wreck Plate remains functional when the wearer is in alt-mode, and does not impede the transformation process.

Construction
Requirements Craft Magic Arms and Armor, *baleful polymorph, BFG, resist energy, trans-metalization* creator must be a Scavenger Battlechanger
Cost 47,000 gp (DC)

MAGICAL WEAPONS

NEW MAGICAL WEAPON QUALITIES

Several of the new magic weapons in this section boast at least one of these new special qualities.

COWARD-SPURNING

This weapon is especially accurate and lethal when wielded by a courageous warrior, but obstinately refuses to land a solid blow in the hand of a coward.

If wielded by a character with the Bravery class feature or one who is immune to fear, the wielder may add their Bravery to the damage inflicted with the weapon. (Thus a wielder with Bravery +3 would inflict 3 extra points of damage with a Coward-Spurning weapon.) This stacks with the weapon's enhancement bonus, and this additional damage is not multiplied on a critical hit. Immunity to Fear is considered to function as Bravery +5 for the purpose of wielding this weapon.

However, if the wielder succumbs to any fear effect, retreats in combat, or otherwise acts in a cowardly manner, for 24 hours, all Coward-Spurning weapons become more difficult to wield. During this time, the benefit of this property does not apply, and the wielder suffers a penalty on attack rolls with any Coward-Spurning weapon equal to either -3 or their negative Bravery, whichever is greater. This effect can be removed by gaining the benefit of either a *good hope* spell, an *atonement* or *remove curse* effect.

- Faint Divination; CL 3rd; Craft Magic Arms and Armor; *detect evil* or *detect thoughts,* creator must have the *Bravery* class feature; Price: +1,000 gp

INTEGRAL

Integral weapons are Lifechained-specific bio-machines which can meld into the bodies of Lifespawn of a particular bloodline. Each Integral weapon is keyed to a specific Lifespawn bloodline, such as the Choir, the Mother or the Genesis, among others. A wielder of this bloodline can merge the Integral weapon into their body, or expel it into their hand, ready for operation, as a swift action. Effectively, the wielder is treated as if possessing the Quick Draw feat with the Integral weapon.

While merged, the Integral weapon appears as a small cybernetic or techno-organic node on the wielder's forearm, wrist or hand. While the node can easily be noticed visually or with simple touch, it cannot be detected as a weapon by conventional scanners while merged. An Integral weapon that is merged with its wielder regains full Hit Points if damaged and removes the broken condition. There is no limit to the number of Integral weapons a character can have merged into their body at any given time.

- Faint Transmutation; CL 3rd; Craft Magic Arms and Armor, creator must have Awakened Heritage of the same bloodline as the weapon is to become Integral to; Price +1 bonus

Similar Properties
Battlechanger-Integral weapons bond in an identical manner to creatures with the Battlechanger subtype, becoming a part of their bio-mech anatomies when stowed. Substitute the Battlechanger subtype for Awakened Heritage in the creation of these items and in their usage.

OMENS

Weapons with the Omens property give their wielders a split-second's edge. Both the glowing, round-cut crimson gemstone set into the weapon's pommel, guard, or grip and the wielder's eyes flash with an intense red spark of ferocious tactical insight, as a blood-red aura surrounds the weapon, making it seem to grow in the wielder's hands.

Once per day, the wielder of a weapon with the Omens property can call upon its power as part of an attack action. For one round, anytime the wielder makes an attack roll with the Omens weapon, she rolls 2d20 and takes the better result. When making a damage roll with the Omens weapon, the wielder treats any 1s and 2s rolled for damage as 3s instead, and treats damage rolls of 3+ normally.

Omens Weapons are common and highly prized by Anthro warriors; both Psionic and Magical versions of these weapons exist.

Psionic Version

- Moderate Clairsentience; ML 10th; Craft Magic Arms and Armor, *Offensive Precognition, Offensive Prescience,* creator must be an Anthro; Price: +1 bonus

Magical Version

- Moderate Divination; CL 10th; Craft Magic Arms and Armor, *Anticipate Peril, True Strike*, creator must be an Anthro; Price: +1 bonus

PLEASURING

Upon command, a pleasuring weapon is sheathed in pink radiance that deals an extra 1d6 points of Pleasure damage on a successful hit. The radiance does not harm the wielder. The effect remains until another command is given.

- Moderate Evocation; CL 10th; Craft Magic Arms and Armor and *Breath of Ecstasy*; Price: +1 bonus

PLEASURING BURST

A pleasuring burst weapon functions as a pleasuring weapon that also explodes with Pleasure radiation upon striking a successful critical hit. The radiance does not harm the wielder. In addition to the extra Pleasure damage from the pleasuring ability (see above), a Pleasuring Burst weapon deals an extra 1d10 points of Pleasure damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of Pleasure damage instead, and if the multiplier is ×4, add an extra 3d10 points of Pleasure damage.

- Strong Evocation; CL 12th; Craft Magic Arms and Armor and *Deadly Pleasures* or *Orgasm Mine*; Price +2 bonus

SPECIFIC NEW WEAPONS

.30/.30 SCATTERGUN

Aura moderate transmutation **CL** 8th
Slot weapon **Price** 73,950 gp (DC 33) **Weight** 8 lbs
This heavy duty, military shotgun has a pair of long, trapezoidal barrels of grey steel lined with crimson circuitry patterns. It is a common weapon among Battlechanger explorers and colonists.

The .30/.30 Scattergun is a **+1 thundering combat shotgun of infinite ammuniton.**

If the .30/.30 Scattergun is wielded by a Battlechanger, the creature gains access to a new Primitive alt-mode. In this form, the Battlechanger becomes a Large robotic horse (use statistics for a Heavy War Horse with standard Battlechanger immunities). The robotic horse alt-mode has a matte grey hull accented by crimson. The Battlechanger can use the .30/.30 Scattergun at no penalty in robotic horse form, as the weapon mounts to a gimballed turret on the robotic horse's flank or spine.

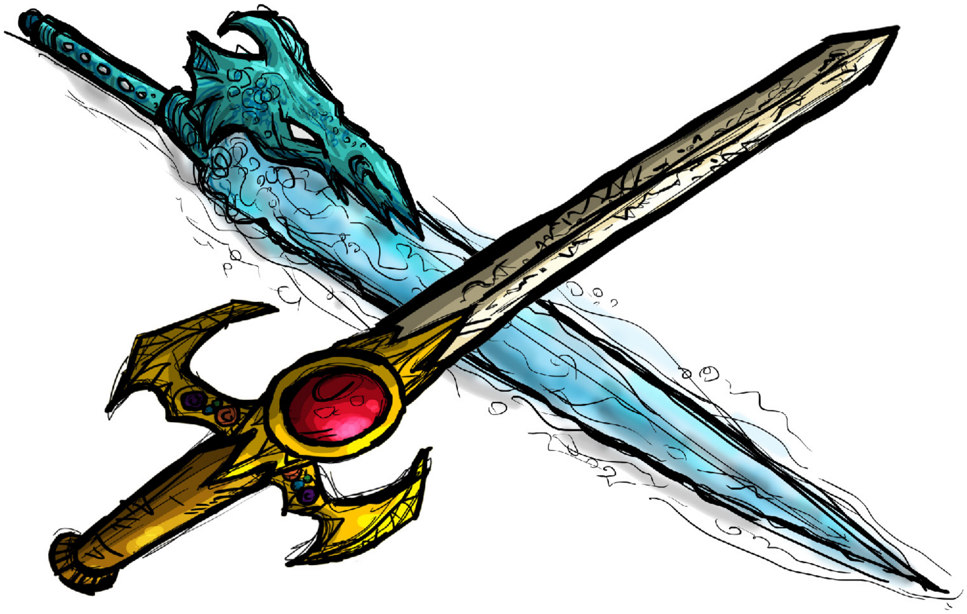
Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *blindness/deafness, infinite ammunition triple form*
Cost 36,975 gp (DC 31)

ADVENTURING DAGGERS

Aura moderate evocation **CL** 10th
Slot weapon and chest **Price** 12,750 gp (DC 26)
Weight 1 lb (bandolier)
These razor-sharp, gleaming silver throwing daggers are nearly paper-thin, with long metal handles without a separate hilt. A black Kevlar bandolier holds dozens of these slender blades, and there are always more at the ready.

Adventuring Daggers function as **+1 wounding throwing daggers of infinite ammunition**. The infinite ammunition property only functions when the bandolier is worn, otherwise the weapon functions as a simple **+1 wounding throwing dagger.**

Construction
Requirements Craft Magic Arms and Armor, *bleed, infinite ammunition*
Cost 6,375 gp (DC 24)



ALPHA MAJESTY'S BLADE

Aura moderate divination **CL** 10th
Slot weapon **Price** 96,500 gp (DC 33) **Weight** 8 lbs
This heavy and extensively decorated double edged great sword has baroque and angular cross guard and a large crimson gemstone cut and polished into a smooth ovoid inset just beneath the tang of the blade. Genealogical heritage written in the *Furroar* script runs the six foot length of the blade- this is a sword of feline kings and queens!

The Alpha Majesty's Blade is a **+3 greatsword of omens.** The wielder may call upon the blade's power to cast *lion's roar* up to three times per day. If any casting of *lion's roar* is cast as a full round action by the wielder, both the wielder and any feline Anthro allies within 30 ft gain the benefit of the weapon's Omens property. This allows the wielder to potentially gain additional daily uses of the normally once daily Omens power.

While wielding or carrying the Alpha Majesty's Blade, you gain a +10 competence bonus on Diplomacy and Intimidate checks made against feline Anthros and other cat-like hominids.

Special: Only Anthro characters with a feline heritage can access the Blade's *lion roar* property.

Construction
Requirements Craft Magic Arms and Armor, *anticipate peril, lion's roar, true strike,* creator must be an Anthro
Cost 48,250 gp (DC 31)

ANTHRO-BANE SCIMITAR

Aura moderate conjuration **CL** 8th
Slot weapon **Price** 3,130 gp (DC 22)
Weight 4 lbs
This ornately carved and carefully polished silver scimitar glistens with cold lethality. The weapon's hilt is wrapped in burgundy leather tanned from mixed-breed Anthro hide, and the abstract whorls and loops decorating the guard represent a pureblooded Anthro genome. Warriors of the Species Superiority faith often carry these deadly blades.

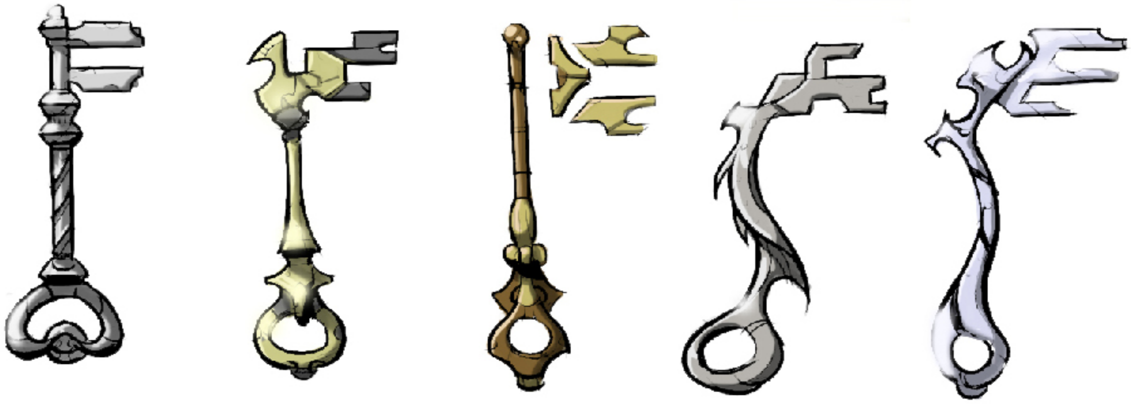
The Anthro-Bane Scimitar is a **+1 alchemical silver anthro-bane scimitar.**

Construction
Requirements Craft Magic Arms and Armor, *summon monster I*
Cost 1,565 gp (DC 20)

ANTHRO-SOUL DAGGER

Aura faint transmutation **CL** 3rd
Slot none **Price** 9,300 gp (DC 25) **Weight** 2 lbs
A small but dangerous illusory animal – a cornered rat, a stalking lynx, a hissing cobra, or snarling badger, among others –paces and snarls silently within the indestructible enchanted glass that forms the blade of this fighting knife.

The Anthro-Soul Dagger is a **+1 keen dagger.** Twice per day, the wielder can cast *anthro adaptation* to benefit himself via the Dagger. The benefit provided by the spell is always the same, chosen by the creator at the time the Dagger is forged, and is symbolic of the illusory animal within the blade.



Special
Other edged weapons might be used as the base for this magical weapon, such as handaxes, short swords or longspears. In either case, the head or blade of the weapon remains composed of mystical glass rather than metal. Cost and construction requirements are basically unchanged.

Construction
Requirements Craft Wondrous Items, *anthro adapation, keen edge,* creator must be an Anthro
Cost 4,650 gp (DC 23)

BLADECHARMS (VARIOUS)

Aura various **CL** various
Slot none **Price** varies **Weight** negligible
Beautiful and bright little charms can be fitted to a small silver chain dangling from the hilt of a *Bladekey*, transforming the weapon's design dramatically and offering new powers.

Affixing or removing a Bladecharm is a full round action. The Bladekey's wielder can apply the effect of one Bladecharm per five character levels (maximum 4 charms at 20th level). Each Bladecharm applies an additional magic weapon quality, and change the weapon's appearance in a way that reflects the power granted. (For instance: a Bladekey made *vorpal* takes on a threatening, guillotine-like design, a Bladekey made *flaming* grows bright red and orange draconic scales.)

You may construct a Bladecharm for virtually any magical weapon property. Bladecharms have construction costs and purchase prices equal to .75 (or ¾) of the standard magical weapon property when applied permanently to a weapon. The fact the Bladecharm is useless without a matching *Bladekey* is a trade-off for flexibility.

Construction
Requirements Craft Magic Arms and Armor, various spells
Cost varies

BLADEKEY

Aura moderate illusion **CL** 10th
Slot weapon **Price** 36,750 gp (DC 30) **Weight** 5 lbs
These exotic longswords have an intricately carved and painstakingly sculpted edge that has all the tines and complex curving, swooping arches of an archaic key. The hilt and guard are equally ornamental. A word from the wearer, and this exotic and beautiful blade becomes a big, vaguely archaic house key on a bright and colorful charm-chain or decorative silk ribbon. Style and coloration vary wildly, but are always impressively executed.

The Bladekey is a **+2 allying, glamered, keen longsword.** While wielding the Bladekey in hand, the wearer can cast *knock* at will. While in it's glamered keychain from, the Bladekey has negligible weight.

Construction
Requirements Craft Magic Arms and Armor, *keen edge, knock*
Cost 18,375 gp (DC 28)

BLASTER, BATTLELOCK

Aura faint transmutation **CL** 3rd
Slot none **Price** 17,000 gp (DC 28) **Weight** 5 lbs
This bulky energy pistol has a spindle-shaped heat and energy resistant barrel. This weapon, and similar devices, are often used by Earth Defense Squads assigned to anti-Battlechanger operations.

The Battlelock Blaster functions like a **+1 heavy ion pistol of infinite ammunition.** A Battlechanger damaged by the weapon must succeed at a DC 14 FORT Save or be affected by *alt-lock* for 3 rounds.

Construction
Requirements Craft Magic Arms and Armor, alt-lock, infinite ammunition
Cost 8,500 gp (DC 25)

BRIGHTSTAR BLADE

Aura strong transmutation **CL** 16th
Slot weapon **Price** 58,000 gp (DC 32) **Weight** 4 lbs
Though the Brightstar Blade functions perfectly well as a single-edged longsword, it is really only half a weapon, a diamond-like double edged sword split neatly in half down the center line. The blade glows with blazing, stellar fury like a sun was trapped in the strange steel.

By default a Brightstar Blade is a **+1 flaming burst longsword.**

Two Brightstar Blades can be combined together into a complete, and more powerful sword. The combined Brightstar Blade becomes a ***+3 brilliant energy, flaming burst greatsword.*** Once combined, it requires a DC 22 STR check to separate the composite Brightstar Blade into two individual blades once again.

Construction
Requirements Craft Magic Arms and Armor, *continual flame, fireball, gaseous form*
Cost 29,000 gp (DC 30)

BRIGHTSTAR SABER

Aura moderate conjuration **CL** 8th
Slot weapon **Price** 24,000 gp (DC 29) **Weight** 4 lbs
With a blade of shaped and laminated, alchemically-hardened chitin, this double-edged, elongated leaf-shaped sword chimes like church bells when it strikes, and gleams like bronze. There is a symbol of a stylized eight pointed star acid-etched into the guard. Such weapons are often carried by officers, nobles and heroes of insect-blooded species.

The Brightstar Saber is a **+3 courageous, vermin-bane shortsword.** It is non-metallic.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Mantid or insectoid Anthro or a similar creature, *heroism, remove fear, summon monster I*
Cost 12,000 gp (DC 26)

BOW, SOLAR

Aura strong evocation **CL 12th**
Slot weapon **Price** 21,000 gp (DC 28) **Weight** 3 lbs
Instead of metal or wood, this bow is formed from the crystalized rays of sunlight itself. Hot to the touch, the bow glows star-bright, and conjures a limitless quiver of arrows formed from plasma and light.

The Solar Bow is a **+2 igniting longbow of infinite ammunition.** The Solar Bow continually sheds bright illumination in a 90 ft radius; this property cannot be suppressed. Unlike the *daylight* spell, this counts as natural sunlight for creatures vulnerable to the light of day.

Construction
Requirements Craft Magic Arms and Armor, *daylight, flame blade, infinite ammunition*
Cost 10,500 gp (DC 26)

CAT SCRATCH FEVER

Aura faint transmutation **CL** 7th
Slot weapon **Price** 11,600 gp (DC 26) **Weight** 6 lbs
This futuristic rocker has a tiger-orange plastic case emblazoned with stark black slashes and accented by blinking red LEDs. The strap is leopard print for that extra touch of animalistic, passionate style.

Cat Scratch Fever is a **+2 lazer rocker,** which has been enchanted to provide a +4 bonus on Perform (stringed) checks while it is wielded.

Special: If wielded by a feline Anthro or other felinoid with Bard class levels, the character gains Extra Performance as a bonus feat. Cat Scratch Fever must be possessed for 24 hours before this property activates.

Construction
Requirements Craft Magic Arms and Armor, *musical warrior*
Cost 5,800 gp (DC 23)

CODE CUTTER

Aura faint conjuration **CL** 8th
Slot none **Price** 32,500 gp (DC 30) **Weight** 1 lb
This impressive blade has a hard light cutting edge that can vary in thickness, at the user's command, from 4-10 inches in width. The non-physical blade is a flat plane of cutting data, glowing sapphire and sparking with viral code that forms circuit patterns within the energy field.

The Code Cutter functions as a **+3 valiant, high tech-bane quantum sword.** The weapon's bane property activates against creatures with the following subtypes: *Android, Battlechanger, Cyborg, Mecha, POETICA, Robot*. The weapon's *valiant* property only activates under one of two conditions. Either the wielder must possess one or more of the subtypes mentioned above, or the challenge's target must possess one or more of these subtypes.

Construction
Requirements Craft Magic Arms and Armor, *datawipe, summon monster I, true strike*
Cost 16,250 gp (DC 28)

COLONIZER'S RIFLE

Aura faint conjuration **CL** 5th
Slot weapon **Price** 6,500 gp (DC 24) **Weight** 10 lbs
Veteran, trusted First Wave Colonizers are usually issued these superior weapons. A Colonizer's Rifle is a modern derivative of the venerable and dependable AK-47 identified as a mega-corporate weapon by the logo and ID tag built into the butt-stock.

The Colonizer's Rifle is a **+1 AK-47 of infinite ammunition.**

As a swift action, a wielder with the First Wave Colonizer Anthro template can choose to increase their indenture to their patron megacorp by +300 gp to gain an additional **+3 enhancement bonus** (making the weapon a *+4 AK-47 of infinite ammunition*) for one round.

Similar Items
The mega-corps that create Colonizer-tech sometimes issue enchanted sidearms to their genetically engineered troops. A ***Colonizer's Pistol*** might be built on a Colt M1911, Desert Eagle .50 or Glock 17 action, with no major reduction in cost, nor change in capabilities. A slightly pricer option places identical enchantments on a light energy weapon, such as a laser pistol, laser rifle or military pulse rifle

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition*
Cost 3,250 gp (DC 22)

CORAL BLADE

Aura faint transmutation **CL** 5th
Slot weapon **Price** 24,000 gp (DC 29) **Weight** 1 lb
This dagger has an irregular, jagged edge, and a blade of mystically hardened coral whose color is a dark rainbow of purples and reds. Golden wire winds through and around fine openings in the coral, and is twisted around the leather wrap on the hilt.

The Coral Blade is a **+1 keen dagger.** While wielding or carrying the Coral Blade in hand, the wielder gains the Amphibious racial trait and gains a Swim speed equal to her base landspeed. When this blade is wielded, spectacular, colorful fins emerge from the wielder's forearms and calves, and smaller swimfins emerge from between her fingers and toes. Gill slits open on her throat; these cosmetic changes and aquatic adaptations fade one minute after the Coral Blade leaves her hand.

Construction
Requirements Craft Magic Arms and Armor, *coral skin, keen edge*
Cost 12,000 gp (DC 26)

CORAL TRIDENT

Aura moderate divination **CL** 10th
Slot weapon **Price** 48,500 gp (DC 31) **Weight** 4 lbs
This legendary weapons of undersea kings and queens is hewn from auburn and amber coral, with the three tines of the trident have been mystically sharpened. A fist-sized ruby gleams at the base of the central tine, braced with thick golden fittings.

The Coral Trident is a **+3 trident of omens.** While wielding or carrying the Coral Trident in hand, the wielder gains the Amphibious racial trait and gains a Swim speed equal to her base landspeed. When this trident is wielded, spectacular, colorful fins emerge from the wielder's forearms and calves, and smaller swimfins emerge from between her fingers and toes. Gill slits open on her throat; these cosmetic changes and aquatic adaptations fade one minute after the Coral Trident leaves her hand.

When fully submerged, the Coral Trident's range increment increases to 100 ft (10 ft range increment on land). The wielder can use *hydraulic push* at will while wielding the Coral Trident (CMB +10).

Construction
Requirements Craft Magic Arms and Armor, *anticipate peril, coral skin, hydraulic push, truestrike*
Cost 24,250 gp (DC 29)

CRASH DISCUS

Aura moderate divination **CL** 6th
Slot weapon **Price** 36,000 gp (DC 30) **Weight** 1 lb
This glowing hard-light discus is a self-projected force field wrapped around a data-load of viruses and dumb-AI malware that can inflict some serious harm against artificially intelligent and heavily cyborged adversaries.

The Crash Discus is a +**2 construct-bane, high tech-bane pulse chakram of distance.** In addition to Constructs, the weapon's bane property also activates against creatures with the following subtypes: *Android, Battlechanger, Cyborg, Mecha, POETICA, Robot.*

Construction
Requirements Craft Magic Arms and Armor, *clairvoyance/clairaudience, datawipe, summon monster I*
Cost 18,000 gp (DC 28)

DARK-MATTER EDGE

Aura moderate evocation **CL** 9th
Slot none **Price** 28,000 gp (DC 29) **Weight** 8 lbs
Shaped magnetic fields contain a roiling tide of exotic matter that glows a harsh ultraviolet. The wide hilt is some silvery smart-steel which can easily fuse with a Battlechanger's metal and polymer fingers.

The Dark-Matter Edge is a **+3 Battlechanger-integral, unholy great sword.**

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, creator must be evil, *unholy blight*
Cost 14,000 gp (DC 27)

ELEMENTAL CESTUS

Aura CL 10th
Slot weapon **Price** 124,500 gp (DC 34) **Weight** 2 lbs
This rope and iron-shod glove fits tightly over the fist, and these weapons are often wielded by the grand masters of particular fighting schools. These weapons are a symbol of martial prowess and combat mastery, a tangible example of the power possessed by a particular school of martial arts. They are often worn by Combatants, Monks and other elite warriors.

The Elemental Cestus is a **+2 cestus** by default.

The Elemental Cestus includes an aperture on the back of each palm, into which the wearer can set a gemstone, which symbolizes a particular school of martial arts and determines the Elemental Cestus' particular capabilities. This gem must be worth at least 500 gp; the owner can pry the gemstone from the Cestus and insert another with a successful DC 18 STR check; this requires at least one minute.

A similar slot just above the knuckles can accept an ingot (or coin) of precious metal, worth at least 100 gp. This ingot can be changed with a successful DC 18 STR check, requiring at least one minute.

A randomly placed Elemental Cestus includes no gemstone, nor ingot, though an Elemental Cestus carried by a warrior will have attachments that best complement his fighting style.

If the Elemental Cestus' wearer possesses the *Effortless Strike* class ability, he may use it one additional time per day. This does not give a wearer access to the *Effortless Strike* if he lacks the class ability.

Gemstone Inserted	Magical Property Gained
Obsidian, topaz or agate	Corrosive
Ruby	Flaming
Sapphire	Frost
Diamond	Keen
Emerald	Shock
Ingot or Coin Inserted	Special Material Property Gained
Cold iron or lead	Cold Iron
Silver or platinum	Silver
Adamantine or gold	Adamantine

Construction
Requirements Craft Magic Arms and Armor, *flaming aura, versatile weapon*
Cost 62,250 gp (DC 32)

EQUALIZING HAMMER

Aura moderate evocation **CL** 8th
Slot weapon **Price** 4,700 gp (DC 23) **Weight** 5 lbs
This heavy, iron-shod warhammer is a popular weapon Neo-Animalist thugs and skull-splitters. The head is carved with the motto "All Anthros Are Equal", etched in the thick, blocky *Clomp* script.

The Equalizing Hammer is a **+1 mighty cleaving warhammer.** For the purpose of melee attack bonuses and damage, all wielders of the Equalizing Hammer are treated as if possessing STR 15 (+2 bonus). Wielders with lower STR scores are not penalized, but wielders with higher STR scores can only bring STR 15 to bear with this weapon.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, divine power*
Cost 2,350 gp (DC 21)

EQUALIZING SICKLE

Aura moderate evocation **CL** 8th
Slot weapon **Price** 4,700 gp (DC 23) **Weight** 5 lbs
This iron farmer's sickle has a long wooden handle carved with the motto "All Anthros Are Equal" in blocky *Clomp* script. A long decorative forest green cord with tassels hangs from the hilt of the weapon.

The Equalizing Sickle is a +1 keen sickle. Though it is not a light weapon, the Equalizing Sickle can benefit from the weapon finesse feat. For the purpose of melee attack bonuses with the Equalizing Sickle, and Dexterity keyed derived statistics, all wielders of the Equalizing Sickle are treated as if possessing DEX 15 (+2 bonus). Wielders with lower DEX scores are not penalized, but wielders with higher DEX scores can only bring DEX 15 to bear with this weapon.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, keen edge*
Cost 2,350 gp (DC 21)

FORGEHEAD

Aura strong transmutation **CL** 16th
Slot weapon **Price** 91,600 gp (DC 33) **Weight** 50 lbs
The Forgehead is a goliath, ultra-tech warhammer whose faceted, rectangular hammerhead floats several inches above the fully metallic shaft, tethered by unbreakable gravitic and magnetic forces. The Forgehead is hot to the touch, and the hammer head glows with a golden inner light. The weapon is forged from a reflective golden alloy.

The Forgehead is a **+4 construct-bane, high-tech bane gravity hammer.** The weapon's second bane property also activates against creatures with the following subtypes: *Android, Battlechanger, Cyborg, Mecha, POETICA, Robot*. The Forgehead grants the wielder a +10 competence bonus on Craft (cybernetic, mechanical and electronic) checks.

Special: If the Forgehead is wielded by any creature with the Battlechanger subtype, the character may cast *transmetalization* up to five times per day, and *mass transmetalization* once per day.

Construction
Requirements Craft Magic Arms and Armor, *mass transmetalization summon monster I*
Cost 45,800 gp (DC 31)

FUELON SLING

Aura moderate evocation **CL** 6th
Slot weapon **Price** 19,200 gp (DC 28) **Weight** negligible
For a race as advanced as Battlechangers, even the simplest weapons can be tech-enhanced. This sling is manufactured from temperature-resistant metallic mesh and woven with highly charged micro-circuits.

The Fuelon Sling is a **+2 flaming sling of distance and infinite ammunition.** On a critical hit with this weapon, any Battlechanger struck is affected by *fuelon explosion*.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *clairvoyance/clairaudience, fireball, fuelon explosion, infinite ammunition*
Cost 9,600 gp (DC 25)

GAUNTLETS, FIGHTER'S

Aura faint enchantment **CL** 3rd
Slot hands and weapon **Price** 4,800 gp (DC 23) **Weight** 2 lbs (pair)
These heavily padded fighting gloves are reinforced with thick red polymer sheathing on the forearms and hardened striking surfaces at the knuckles. They protect the wearer from knuckles to just past the elbows, protected by heavy round impact padding.

The Fighters Gauntlets are a pair of **+1 courageous cestus**, which must be wielded paired. While wearing the Fighter's Gauntlets, the wielder receives a +2 enhancement bonus to his CMB score when making one particular combat maneuver, chosen when the items are first crafted, and symbolized by a glyph on the elbow padding. Typical combat maneuvers enhanced by these items include disarm, grapple and dirty trick.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, remove fear*
Cost 2,400 gp (DC 21)

GEAR-OPTIMAL RIFLE

Aura strong evocation **CL** 16th
Slot weapon **Price** 53,500 gp (DC 32) **Weight** 12 lbs
Gear-Optimal Rifles are presented to promising Freegear Majors upon their assumption of the rank. These long barreled rifle is housed in a semi-gloss black casing with a triangular buttstock. Glowing blue readouts on both the buttstock and foregrip indicate the weapon's current energy level and other settings.

The Gear-Optimal Rifle is a **+4 courageous heavy charge pulse rifle.** The weapon has the *courageous* property, normally restricted to melee weapons. If wielded by a Battlechanger with the Circuit Chalice feat, the Gear-Optimal Rifle gains both the ***shocking burst*** and ***distance*** properties.

Construction
Requirements Craft Magic Arms and Armor, *clairvoyance/clairaudience, heroism, lightning burst, remove fear*
Cost 26,750 gp (DC 29)

GESTALT HUNTER'S HAMMER

Aura moderate transmutation **CL** 9th
Slot weapon **Price** 36,000 gp (DC 30)
Weight 10 lbs
This heavy construction hammer is painted in the iconic lime-green and pale purple colors of Technys' *ground worker* caste. The weapon glows with electric green light when wielded in combat.

The Gestalt Hunter's Hammer is a **+3 countering, impact warhammer.** On a critical hit with this hammer, any Gestalt Battlechanger struck is affected by *break gestalt,* with no saving throw allowed.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *break gestalt, bull's strength, cat's grace, lead blades, giant form I*
Cost 18,000 gp (DC 28)

GHOST WHIP

Aura moderate illusion and necromancy **CL** 5th
Slot weapon **Price** 24,000 gp (DC 29) **Weight** 2 lbs
This black leather whip is woven with brilliant blue leather twine and ends in three small leather barbs.

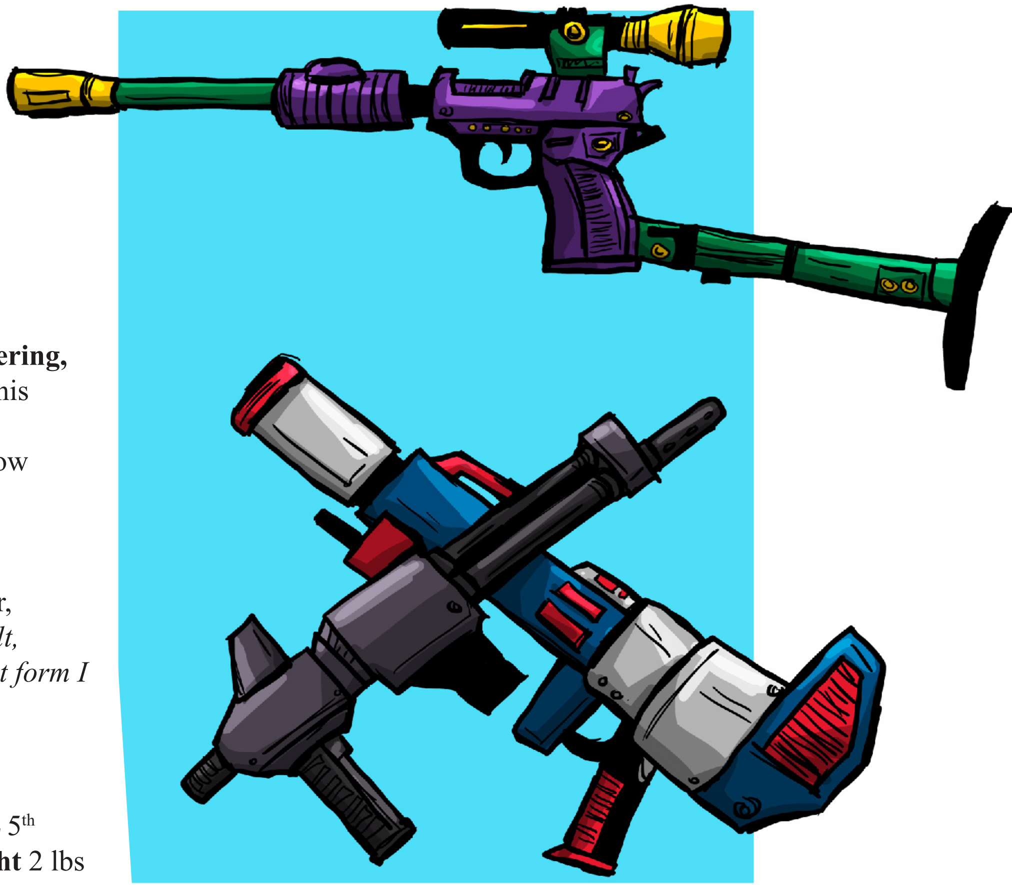
The Ghost Whip is a **+1 deadly whip.** Three times per day, the wielder can lash the whip around their body as a standard action. Doing so casts both *invisibility* and *machine invisibility* upon the wielder, both of which effects last for 5 minutes or until the effect is broken by the wielder's actions.

Construction
Requirements Craft Magic Arms and Armor, *inflict light wounds, invisibility, machine invisibility*
Cost 12,000 gp (DC 26)

GLOVES, SPARRING

Aura faint conjuration **CL** 10th
Slot hands **Price** 4,000 gp (DC 23) **Weight** negligible
These heavy brownish leather fighting gloves have hard leather wraps twined around the knuckles, and heavy sand filling out their inner spaces, giving the wearer a pretty impressive punch.

When worn by a character with either the Improved Unarmed Strike feat or the class feature possessed by both Monks and Combatants, the Sparring Gloves make the wearer's unarmed strike a *magical attack* for the purpose of overcoming damage reduction. The wearer's unarmed strike becomes a **merciful weapon;** however, unlike typical merciful weapons, the unarmed strike inflicts an additional +2d6 points of non-lethal damage on a successful hit.



On a confirmed critical hit with the Sparring Gloves, the victim must succeed at a FORT Save (DC 15) or become unconscious for 1d6+1 rounds.

Construction
Requirements Craft Magic Arms and Armor, *cure light wounds, sleep*
Cost 2,000 gp (DC 20)

GLOVES, TIGER'S

Aura faint transmutation **CL** 1st
Slot hands **Price** 2,200 gp (DC 20) **Weight** negligible
These rather tacky fingerless weightlifting gloves have a bold gold and black tiger-stripe pattern.

While wearing these gloves, a Nekomusume or other feline creature (such as a feline Anthro) gains two claw attacks, inflicting damage typical for her size, as primary natural weapon attacks. If she already has claws, their damage increases by one die size. Her claws are considered magical weapons for the purpose of overcoming damage reduction.

Construction
Requirements Craft Magic Arms and Armor, *keen edge*
Cost 1,100 gp (DC 18)

GOLDEN DRAGON BLADE

Aura moderate transmutation **CL** 9th
Slot weapon **Price** 18,750 gp (DC 28) **Weight** 2 lbs
This finely balanced steel wakizashi has been specially heat treated and burnished to give the blade a golden gleam. Scale work decorates the back edge of the blade, and the hilt is wrapped in red dragon hide, with a pommel shaped like a snarling golden dragon with long, regal mustaches.

The Golden Dragon Blade is a **+1 keen shortsword** by default.

- If wielded by a character of any good alignment, it is treated as a **+2 keen shortsword** instead.
- If wielded by a character with the draconic type or subtype, it is gains the **speed** property.
- If wielded by a character who meets both requirements, the Golden Dragon Blade is treated as a **+3 keen shortsword of speed.**

Construction
Requirements Craft Magic Arms and Armor, *keen edge, haste*
Cost 9,375 gp (DC 25)

GREAT SOUL BLADE

Aura strong conjuration **CL** 12th
Slot weapon **Price** 35,000 gp (DC 30) **Weight** 8 lbs
A pulsing, square-cut bluish-white crystal the size of a grapefruit forms the central crossguard of this heavy, steel-alloy blade. The Great Soul Blade is double-edged, and the silvery metal never needs to be polished or sharpened to keep its fine edge. Angular runes run the length of the blade's central blood groove. When the wielder calls upon the sword's mystic power, blue flames run the two-meter length of the blade.

The Great Soul Blade is a **+3 ki intensifying, lifesurging greatsword.** A Monk may treat this weapon as a monk weapon in all respects.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Monk, Channeled Smite, cure serious wounds, deathward, disrupt undead.
Cost 17,500 gp (DC 28)

GRAVITY STAR

Aura moderate transmutation **CL** 7th
Slot none **Price** 9,800 gp (DC 25) **Weight** 1 lb
This ultra-light star knife has five vaguely organic blades resembling golden fingerbones, with inset crimson jewels at each 'joint'. Each tine of the roughly pentagram-shaped weapon ends in a serrated, hooked talon.

The Gravity Star is a **+1 returning starknife of distance.** If the weapon is wielded in hand, the wielder gains Zero G Training as a bonus feat and receives a +4 competence bonus on Perform (dance) checks as well as Acrobatics checks made to tumble in combat.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, clairaudience/clairvoyance*, *telekinesis*
Cost 4,900 gp (DC 23)

HEART BLADE

Aura strong evocation **CL** 15th
Slot weapon **Price** 104,500 gp (DC 34) **Weight** 1 lb
The crystalline Heartblade is a distillation of knowledge about how the raw energy of life itself can be manipulated, magnified and transferred. The flat, leat-shaped blade is cut from a single massive length of unusual milk-white crystal. When the weapon is wielded, the blade transforms into an edge of pulsing pink and crimson energy, whose everchanging glow matches the beat of the wielder's heart.

The Heart Blade is a **+3 brilliant energy shortsword.** As a standard action, the wielder can voluntary suffer damage, as the blade absorbs some of his life energy to produce *magic missiles*. The wielder casts *magic missile* as a sorcerer of his total character level, but suffers 1d4 points of damage per missile fired. The wielder may attempt a DC 20 WILL Save to halve the damage inflicted by the Heart Blade.

Special: Undead creatures treat the Heart Blade merely as a masterwork shortsword.

Construction
Requirements Craft Magic Arms and Armor, *continual flame, deathward, gaseous form, magic missile*
Cost 52,250 gp (DC 31)

HEART CORE

Aura moderate evocation **CL** 10th
Slot body **Price** 32,000 gp (DC 30) **Weight** 5 lbs
The Heart Core is a flattened metal and crystal disk that merges with its user's body, becoming part of their sternum (or breast plate, in the case of bio-mechanical hosts).
The Heart Core has a sculpted heart icon sculpted from faceted photonic crystal suspended in the center of a carved platinum disk. The crystalline heart flares and pulses with pink and orange energy discharges.

The Heart Core allows the wearer to use the Heart's Storm breath weapon once per day per five character levels.

- Hearts Storm Breath Weapon (60 ft line, 10d6 Pleasure, R-DC 15 half)

In addition, the Heart Core's wearer may use *bless* at will, as a spell-like ability. The bless effect is accompanied by a rainbow aura around the beneficiary, which produces bright illumination in a 10 ft radius for the duration of the spell's effect.

Three times per day, the Heart Core's wearer can provide an ally within 30 ft with a +5 holy bonus on all skill checks except for Stealth. Doing so is a standard action, and the bonus remains active for 30 seconds (5 rounds). This effect produces bright illumination in a 30 ft radius around the recipient for the duration.

Construction
Requirements Craft Magic Arms and Armor, *bless, breath of ecstasy, gallant inspiration*
Cost 16,000 gp (DC 28)

JUDGE'S GAVEL

Aura moderate evocation **CL** 7th
Slot weapon **Price** 27,650 gp (DC 29) **Weight** 2 lbs
This judicial gavel is a high-tech silver device accented by rich crimson leather on the haft. The head of the gavel terminates in a blaster aperture, between the short, blunt leather-lined striking heads. The Judge's Gavel is a galactically recognized symbol of law enforcement power and the judicial power of several power galactic empires. Ownership of this weapon is restricted to elected or appointed judges to assist them in the performance of their duties, and improper ownership of a Judge's Gavel is a felony in most systems.

The Judge's Gavel is a **+2 axiomatic spacer's blaster.** While the Judge's Gavel is in hand, the wielder receives a +5 competence bonus on Sense Motive checks. The wielder can also cast *zone of truth* and *web* once per day each.

Special: Each Judge's Gavel is genetically and mystically locked, and is intended for the sole use of a specific person named in a tiny brass plaque fixed just beneath the gavel's hammer drum. It requires a DC 28 Use Magic Device check for anyone besides this designated user to activate a Judge's Gavel. The user receives a +4 circumstance bonus on the check if they are a member of the designated user's immediate family.

Construction
Requirements Craft Magic Arms and Armor, creator must be lawful, *order's wrath, web, zone of truth*
Cost 13,825 gp (DC 27)

LEFT LASER

Aura strong evocation **CL** 12th
Slot weapon **Price** 18,750 gp (DC 28) **Weight** 5 lbs
This sleek black weapon sleeve is designed to fit over the left hand and forearm of the wielder, freeing their right hand for theft and deviousness.

The Left Laser is a **+2 flaming burst blaster gauntlet.** While wearing the Left Laser, the character receives a +2 competence bonus on Disable Device, Stealth and Sleight of Hand checks.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, canny effort, fireball*
Cost 9,375 gp (DC 25)

LION PAW STAFF

Aura moderate evocation **CL** 10th
Slot weapons **Price** 21,500 gp (DC 28) **Weight** 5 lbs
This long, iron fighting staff is topped with a black iron sculpture of an articulated lion's paw. With a twist to the handle, the wielder can open the lion's paw, extending deadly steel talons.

The Lion Paw Staff has the *disarm* mundane weapon property, and the wielder can switch between inflicting bludgeoning and slashing damage with the weapon as a free action. Only the top half of the quarterstaff can switch its damage type in this manner; the lower half only inflicts bludgeoning damage.

The Lion Paw Staff is a **+3 wounding quarterstaff.** This weapon only has the wounding property when the top portion of the quarterstaff is set to inflict slashing damage.

Construction
Requirements Craft Magic Arms and Armor, *bleed*
Cost 10,750 gp (DC 26)

LOBERA

Aura faint conjuration **CL** 8th
Slot weapon **Price** 5,600 gp (DC 24) **Weight** 2 lbs
This sword, whose name means 'wolf slayer' in classical Spanish, is a simple, double edged soldier's blade. The simple crossguard is deeply etched with a hunting scene in low relief – a forester bringing down a very similar blade against a leaping wolf. The edges of the blade gleam silver.

Lobera is a **+1 huntsman, wolf-bane* silver shortsword.**

The weapon's unique 'wolfbane' property applies to wolves, direwolves, other very wolf-like canids of the animal or magical beast type, wolf-derived Anthros and werewolves (though not other shapechangers, though the silver property does apply).

Construction
Requirements Craft Magic Arms and Armor, *detect animals and plants, summon monster I*
Cost 2,800 gp (DC 21)

THE MAKER'S HAMMER

Aura moderate abjuration and transmutation **CL** 10th
Slot none **Price** 12,500 gp (DC 26) **Weight** 5 lbs
This heavy, all-steel war hammer has a relatively short shaft, and a striking head resembling a mare's skull. The fine details of the horse's skull are chiseled carefully, and low quality, yet still-bright sapphires adorn the eye sockets. The shaft is wrapped in dark, fragrant leather.

The Maker's Hammer is **+2 defending war hammer.** If wielded by an Anthro, the wielder gains a competence bonus on Craft (blacksmith) checks equal to twice their total amounts of Gifts of Nature, including Gifts purchased by choosing additional disadvantages.

Construction
Requirements Craft Magic Arms and Armor, *fabricate, shield of faith,* creator must have chosen the Maker as a patron deity
Cost 6,250 gp (DC 24)

PACK LORD'S BASTARD

Aura strong conjuration **CL** 15th
Slot weapon **Price** 63,000 gp (DC 32) **Weight** 6 lbs
The blade of this heavy two-handed bastard sword is gilded and etched with complex *Furroar* glyphs. The cross guard and blood grove are both heavily jeweled and sculpted with dramatic, claw-like curvatures. A glowing ruby pulses like a heartbeat at the edge of the pommel.

The Pack Lord's Bastard is a **+3 bastard sword of omens.** Once per day, as a full round action, the wielder can bring the blade towards their face, staring through the hand guard in a strange salute and scream a battlecry in *Furroar.* Doing so allows the wielder to concentrate upon a number of allied creatures equal to his CHA modifier (minimum one ally) and send a brief empathic message of need; the allies know the wielder of the Pack Lord's Bastard is summoning them for battle, but no other specifics of the situation.

If the named ally/allies choose to, they can accept the summons of the Pack Lord's Bastard. If an ally accepts the summons, the ally or allies are teleported to an adjacent square of the wielder. This teleportation will function at any distance, so long as the wielder and any ally to be teleported are on the same plane and planet.

Similar Items
While feline Anthros prefer wielding this powerful, enchanted blade as a bastard sword, lupine Anthros prefer an enormous two-handed great axe as the base weapon. Some Anthro tribes base this weapon around a katana, longspear or ransuer rather than a bastard sword.

Construction
Requirements Craft Magic Arms and Armor, *anticipate peril, greater teleportation, sending, true strike*
Cost 31,500 gp (DC 30)

PAVLOV'S BELL

Aura moderate enchantment **CL** 7th
Slot weapon **Price** 15,100 gp (DC 27) **Weight** 4 lbs
The futuristic silvery-grey rocker has speakers capped with crimson mesh, accented by a matching nylon shoulder strap. The guitar-like weapon's interfaces are designed for the clawed fingers of Anthros, and many of the tones the Bell produces are beyond human hearing, but not the ears of an Anthro.

Pavlov's Bell is a **+2 basic rocker**, which has been enchanted to provide a +4 bonus on Perform (stringed) checks if played by a performer with the Anthro subtype. While carrying or wielding Pavlov's Bell, a character with bard levels and the Anthro subtype increases the WILL Save DC of her *distract* and *fascinate* bardic class abilities by +2.

Construction
Requirements Craft Magic Arms and Armor, creator must be an Anthro, *smug narcissism*
Cost 7,550 gp (DC 25)

PHASE NULLIFIER

Aura moderate conjuration **CL** 9th
Slot weapon **Price** 28,150 gp (DC 29) **Weight** 2 lbs
This cumbersome and rather non-ergonomic blaster has a gleaming chrome finish. The weapon is a squared-off hunk of chrome and polymer, with a pair of blunt twin projector barrels and a wide, rear-swept pistol grip.

The Phase Nullifier is a **+2 ghosttouch, shapechanger-bane, phase locking smuggler's blaster.** The weapon's bane property activates against targets of the shapechanger subtype.

Construction
Requirements Craft Magic Arms and Armor, *dimensional anchor, plane shift, summon monster I*
Cost 14,075 gp (DC 27)

PLASMA FANG

Aura strong evocation **CL** 12th
Slot weapon **Price** 56,750 gp (DC 32) **Weight** 6 lbs
The Plasma Fang is a heavy weapon of barely contained flame and black steel. The hilt and bulky crossguard is dull, ebony metal, wrapped with thick, heat-resistant cabling. When activated, a double bladed axe formed from roiling plasma flames forms within an angular magnetic bottle.

The Plasma Fang is a **+4 flaming burst particle axe.** While actively wielding the Plasma Fang, the wearer benefits from the *Powerful Build* racial trait.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, fireball*
Cost 28,375 gp (DC 30)

RABBIT'S TOOTH

Aura strong necromancy and transmutation **CL** 18th
Slot weapon **Price** 61,000 gp (DC 32) **Weight** 2 lbs
This magically hardened ivory dagger has a hilt wrapped in bloody white rabbit's fur. Run away!

Rabbit's Tooth is a **+3 advancing, mighty cleaving vorpal dagger.**

Construction
Requirements Craft Magic Arms and Armor, *circle of death, divine power, feather step, keen edge*
Cost 30,500 gp (DC 30)

RESONANCE CANNON

Aura faint necromancy **CL** 5th
Slot weapon **Price** 7,250 gp (DC 25) **Weight** 11 lbs
The Resonance Cannon is a long, narrow sonic energy cannon has the grown, organic lines of coral and the sheen of silvery chrome. Glowing blue and violet energy nodes running the length of the weapon pulse and throb, their glow brightening as the weapon builds up a lethal charge.

The Resonance Cannon functions as a **+1 Genesis-integral thundering pulse rifle.**

Construction
Requirements Craft Magic Arms and Armor, creator must have the Awakened Heritage (Genesis) feat, *blindness/deafness*
Cost 3,625 gp (DC 22)

RUNNING EDGE

Aura moderate transmutation **CL** 9th
Slot none **Price** 52,000 gp (DC 31) **Weight** 4 lbs
This beautifully forged and perfectly balanced scimitar gleams like silver, and two round-cut gemstones are inset into the blade, just above the guard. One gem is a fire-red ruby, the other a sun-bright yellow tourmaline. These gems glow with hot light when the wielder calls upon the magic, and when activated the Running Edge leaves flashing after-images in its wake when swung.

The Running Edge is a **+3 scimitar of speed.** Twice per day, the wielder can cast *animalistic dash* through the weapon as a swift action. If the Running Edge is in-hand, the wielder does not need to drop the weapon to utilize this spell, and may attack with the Running Edge normally.

Construction
Requirements Craft Magic Arms and Armor, *animalistic dash, haste* creator must be an Anthro, True Beast or similar creature
Cost 26,000 gp (DC 29)

SCALPEL, MENTALITY

Aura strong enchantment **CL** 12th
Slot weapon and ring **Price** 99,500 gp (DC 34) **Weight** negligible
This slender, long-handled scalpel tapers to a monomolecular, needle-thin edge. Both the cutting edge and the cylindrical haft are a gleaming golden alloy, laser etched with angular circuit motifs that terminate in rounded nodes. The weapon is linked to a ring of the same golden alloy by a thin isthmus of conductive gold.

The Mentality Scalpel is a **+2 scalpel.** If the scalpel is used in surgery to treat a creature with the Unhealing property, the wielder may use Computer Use in place of a Craft skill to restore Hit Points to that creature.

When used to perform neurosurgery on a willing, helpless or restrained creature with the *Android, Cyborg, Battlechanger, Robot* or *POETICA* subtypes, the wielder may use a modified version of the *modify memory* spell. The wielder can add or remove up to 24 hours of most recent memories; doing so requires a successful Computer Use check (DC 15+ the subject's INT modifier) and approximately one hour of effort.

Alternatively, with a successful Computer Use check (DC 10 + the subject's INT modifier), the wielder can experience up to 24 hours of most recent memories from the subject's perspective. Doing so requires approximately one hour of effort.

If either skill check is interrupted, the wielder must begin from the beginning, previous effort wasted. A failed check prevents the Mentality Scalpel from being used against that subject again for 24 hours.

Special: Due to the fact it is connected to a ring worn on the wielder's hand, the scalpel cannot be stolen or disarmed.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Battlechanger, *hacker spark, modify memory, neurogram*
Cost 49,750 gp (DC 31)

SOUTHPAW

Aura moderate divination **CL** 10th
Slot weapon **Price** 12,000 gp (DC 26) **Weight** 10 lbs
The Southpaw is a bulky machine-augmented, powered gauntlet modeled on a lion or bear's paw. Most of these weapons are a dull bronze accented with red or polished golden striping. Each powerful articulated finger ends in a sharp metal talon. A sparkling crimson gemstone is set into the back of the hand.

The Southpaw is a **+2 valiant power cestus of omens.**

Construction
Requirements Craft Magic Arms and Armor, *anticipate peril, true strike*
Cost 6,000 gp (DC 24)

TECH MACE

Aura faint conjuration **CL** 8th
Slot weapon **Price** 6,000 gp (DC 24) **Weight** 8 lbs
The head of this heavy mace is a fist-sized golden disk resting atop a heavy riveted cylinder that slims down into a roughly textured, carved grip. Occasional gouts of steam pump out of the pommel.

The Tech Mace is a **+1 construct-bane heavy mace.** While wielding the Tech Mace, the character can cast *reconfigure Star Droid* at will. The wielder can command the Tech Mace to assume the form of a bulky wrench or resume its weapon configuration as a full round action. In wrench form, the Tech Mace is treated as an improvised bludgeoning weapon with no magical properties. If the wrench is used in a project, it provides the wielder with a +5 competence bonus on Craft (mechanical, cybernetic or gunsmith) checks.

Construction
Requirements Craft Magic Arms and Armor, *engineer's touch, reconfigure Star Droid, summon monster* I
Cost 3,000 gp (DC 22)

TECHNO-PAK, BUZZSAW

Aura faint conjuration and divination **CL** 12th
Slot body and shoulders **Price** 8,400 gp (DC 25)
Weight 22 lbs
Techno-Paks are heavy, full metal backpacks with a variety of functions. These bulky devices are worn like a backpack, though many of their integrated systems are built into the shoulder straps themselves. A Buzzsaw Techno-Pak has a pair of long vertical slits in the breastplate, looking like nothing so much as slots in a toaster. However, what's popping out of these slots isn't a tasty treat- it's a pair of razor sharp, high velocity buzzsaw blades.

A Buzzsaw Techno-Pak functions as a **+1 keen, seeking chakram.** The device produces a new chakram (which looks like a buzzsaw blade) with every attack, which disappears as soon as the attack is resolved.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, keen edge, true seeing*
Cost 4,200 gp (DC 23)

TECHNO-PAK, BLASTER

Aura faint conjuration **CL** 6th
Slot body and shoulders **Price** 12,000 gp (DC 26)
Weight 22 lbs
Techno-Paks are heavy, full metal backpacks with a variety of functions. These bulky devices are worn like a backpack, though many of their integrated systems are built into the shoulder straps themselves. A Blaster Techno-Pak is a powerful weapons system, with a pair of short-barreled energy blasters which flip up into recesses in the breastplate when not blazing away.

A Blaster Techno-Pak functions as a **+2 smuggler's blaster of infinite ammunition.** The weapon has a range increment of 600 ft in space or vacuum, due to its constant *star ranging* effect.

Similar Weapons

More expensive Blaster Techno-Paks are designed with higher-yield energy weapons (or even full-auto slugthrowers) as their base weapons. These variant Blaster Techno-Paks are fairly easy to commission and aren't much rarer than this basic model.

Construction

Requirements Craft Magic Arms and Armor, *infinite ammunition, star ranging*

Cost 6,000 gp (DC 24)

TECHNO-PAK, ULTRA-LASER

Aura strong evocation **CL** 16th

Slot body and shoulders **Price** 70,000 gp (DC 33)

Weight 18 lbs

Techno-Paks are heavy, full metal backpacks with a variety of functions. These bulky devices are worn like a backpack, though many of their integrated systems are built into the shoulder straps themselves. This particular Techno-Pak is partially transparent, revealing roiling plasma energy contained behind metal and magnetically-reinforced glass. A long, transparent hose of the same material connects to the wearer's melee weapons, transforming them into blazing, ultra-tech laser weapons.

As a full round action, the wearer can attach this energy hose to any masterwork quality or magical melee weapon. Doing so provides the weapon with the *brilliant energy* and *flaming burst* qualities. It requires one minute to detach the hose from an attached weapon.

Construction

Requirements Craft Magic Arms and Armor, *continual flame, flamestrike, gaseous form*

Cost 35,000 gp (DC 30)

TERROR CLAW

Aura strong necromancy and transmutation **CL** 18th

Slot weapon **Price** 74,000 gp (DC 33) **Weight** 5 lbs

Forged from plates of obsidian steel, a Terror Claw is a mechanized, occult-tech fighting gauntlet with fingers that terminate in long, gleaming black-violet daggers. The long, articulated gauntlet is carved with leering, demonic skulls.

A Terror Claw functions as a **+3 skullgrin, vorpal power cestus.** Unlike normal power cestus, this weapon inflicts slashing damage rather than bludgeoning. The Terror Claw also has the skullgrin property, normally reserved for armor.

Construction

Requirements Craft Magic Arms and Armor, creator must be evil, *keen edge, circle of death, scare*

Cost 37,000 gp (DC 30)

TIGERSTRIKE SWORD

Aura moderate enchantment **CL** 8th

Slot weapon **Price** 21,000 gp (DC 28) **Weight** 10 lbs

The heavy, twin-edged blade of this Anthro-forged great sword is alloyed with mystical gold so it gleams like the sun as it sinks below the horizon. Strong yet delicate and precisely cut strips of onyx are inset into the gilded blade like tiger stripes. The weapon's haft is wrapped in thick black leather. Wielders of these heavy blades are overcome with atavistic rage and battle-lust and become engines of destruction.

The Tigerstrike Sword is a **+2 furious, furyborn great sword.** If the wielder misses with three consecutive melee attacks made against the same target with the Tigerstrike Sword, the wielder's fourth attack against that target gains a +20 insight bonus on the attack roll, as the blade casts *true strike* upon the wielder.

Special: If the Tigerstrike Sword is wielded by any feline Anthro, the wielder is treated as possessing the Power Attack, Cleave and Great Cleave feats for as long as the weapon is in hand.

Construction

Requirements Craft Magic Arms and Armor, *rage, true strike,* creator must be a feline Anthro

Cost 10,500 gp (DC 26)

TYRANTIS CANNON

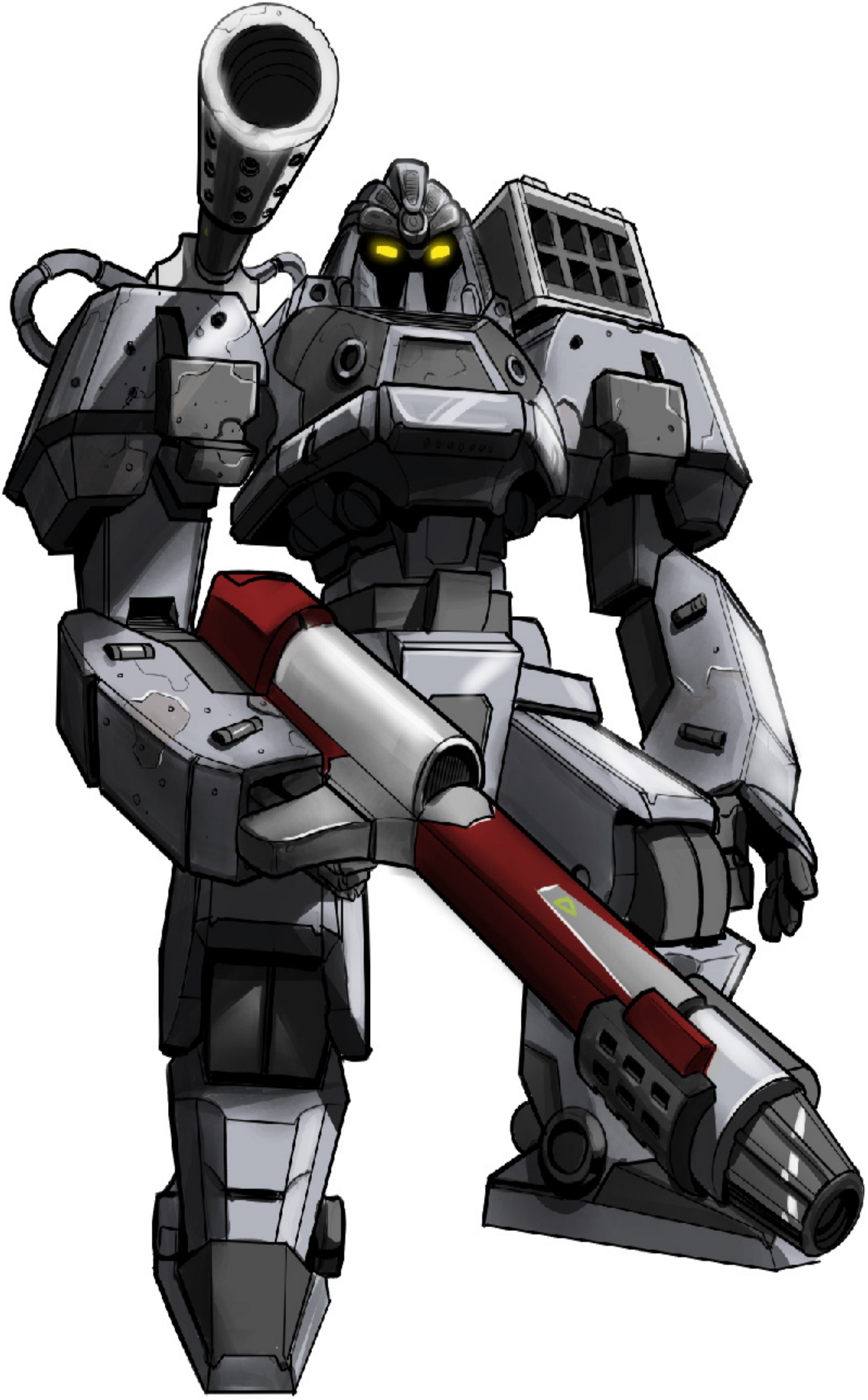
Aura strong evocation **CL** 15th

Slot weapon and wrist **Price** 185,000 gp (DC 36)

Weight 40 lbs

Honored Tyrakron commanders wield this massive, majestic weapon mounted at the wrist and forearm of their dominant hand, as the symbol of their rank. The weight of the long barreled fusion cannon is the weight of duty. While most of the weapon is pragmatic black and silver, golden filigree encircles the gaping barrel, and beautifully gilded Tech-TY glyphs chase the length of the cannon, spelling out a personal motto of war, fire and conquest.

The Tyrantis Cannon is a **+3 axiomatic, Battlechanger-integral, cruel, unholy widebore fusion cannon.** While wielding the Tyrantis Cannon, the character gains a +10 competence bonus on Intimidate checks made against creatures with the Battlechanger subtype.



Construction
Requirements Craft Magic Weapons and Armor, creator must have the Battlechanger subtype, creator must be lawful evil, *cause fear, death knell, order's wrath, unholy blight*
Cost 92,500 gp (DC 33)

UTILITY RIFLE

Aura moderate transmutation **CL** 5th
Slot weapon **Price** 6,400 gp (DC 24)
Weight 11 lbs

These bulky pulse rifles are standard issue for Battlechanger combat engineers. A blunt, triangular fin rises from the weapon's buttstock and serves as a heat regulator, while two long, slender pipes feed into a conical discharge port at the fore.

The Utility Rifle is a **+1 pulse rifle of infinite ammunition.** The weapon can be set to function as a *plasma welder* tool as a standard action, and it provides a +4 competence bonus on any Craft check made to produce high-tech items or advanced structures.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, make whole*
Cost 3,200 gp (DC 22)

VEIN FINDER

Aura moderate evocation **CL** 10th
Slot weapon **Price** 26,500 gp (DC 29)
Weight 2 lbs

A well-balanced single-edged fighting knife with a matte grey blade and a blood red hilt, Vein Finder seems to guide the wielder's hand in for the killing stroke. Vein Finder seems to have an instinct for severing key arteries in places where armor is weak or non-existent.

Vein Finder is a **+2 wounding dagger.**

Once per day, when fighting any Humanoid or Monstrous Humanoid with a reasonably normal, organic anatomy, the wielder can attempt a Heal check (DC 10 + ½ the target's HD + its CON modifier) as an immediate action. If this check is successful, all attacks against this creature, if made with Vein Finder, are resolved as melee touch attacks for one minute.

Construction
Requirements Craft Magic Arms and Armor, *bleed, true strike*, creator must have 10+ ranks in Heal
Cost 13,250 gp (DC 27)

VULPINE DAGGER

Aura faint enchantment **CL** 3rd
Slot weapon **Price** 5,250 gp (DC 23) **Weight** 1 lb
This slender stiletto embodies the cleverness, daring and more-than-occasional larceny of fox-folk. The well-worn wooden hilt is carved in the shape of a yipping fox's head.

The Vulpine Dagger is a **+1 courageous dagger.** The Vulpine Dagger grants a +2 competence bonus on Stealth and Sleight of Hand checks while the blade is worn or carried. In addition, the Vulpine Dagger is treated as a masterwork set of burglar's tools, as it has been enchanted for simple utility.

Construction
Requirements Craft Magic Arms and Armor, *fox' cunning, heroism, remove fear, summon instrument*
Cost 2,625 gp (DC 21)

WAR TOTEM MACE

Aura strong conjuration **CL** 15th
Slot weapon **Price** 117,600 gp (DC 34) **Weight** 12 lbs
This heavy, ornately carved ceremonial mace is nearly 6 feet long, from hilt to tip and is made of heavy ironwood. The weapon's cylindrical shaft is exactingly carved and hand painted with the grimacing faces of several sacred animals. These stylized carvings of strange and vicious animals seem to shift and snarl, more like living beings than inanimate carvings when the long-handled weapon is in the wielder's hands.

The War Totem Mace is a **+2 darkwood heavy mace.** Any time the wielder scores a critical hit with the War Totem Mace, in addition to the usual effects, the magical weapon casts a *summon nature's ally VI* as a 15th level Druid. This effect is usable up to three times per day, and additional critical hits each day have no additional effect.

The War Totem Mace always activates its summoning ability in the order the great beasts are depicted on the totem, and always summons creatures in the following order. This summoning roster resets each dawn. Summoned creatures appear either adjacent to the victim of the critical hit in the nearest open space near that target.

- First Summoning: Summons 1 Dire Bear
- Second Summoning: Summons 2d4 Dire Wolves
- Final Summoning: Summons 2d4 Crocodiles

Similar Items
War Totem Maces from even more remote lands exist, and these variant magical weapons may summon different creatures of roughly equivalent power. A fairly common ceremonial mace summons the following behemoths from the depths of pre-history. Dinosaur totem staffs are often carried by savage kobold tribes, saurian Anthros, and swamp dwelling humanoids.

- First Summoning: 1 Stegosaurus
- Second Summoning: 1d4 Ankylosaurus
- Final Summoning: 2d4 Deinonychus

Construction
Requirements Craft Magic Arms and Armor, *summon nature's ally VI,* creator must be a Druid
Cost 58,800 gp (DC 32)

WRECK BAR

Aura moderate transmutation **CL** 10th
Slot none **Price** 96,000 gp (DC 34) **Weight** 3 lbs
This weapon looks like a crudely welded combination of wrecking bar and light battle-axe. The blade is riveted or crudely welded to the shaft and additional reinforcement is cheaply screwed or riveted in, as necessary. The edge of the blade is chipped and badly rusted, but despite that the weapon strikes keenly.

The Wreck Bar is a **+2 wounding handaxe.**

Special: If wielded by any Scavenger Battlechanger, the Wreck Bar's true and most dangerous power awakens. Any metal object or creature struck by the Wreck Bar is affected as if by *rusting grasp.*

Similar Items
The Scavengers produce many similar weapons. Changing the base weapon from a handaxe to any other melee weapon does not significantly change the item's price or construction requirements. Long and short swords, longspears, clubs and various maces and hammers are common bases for this nasty occult weapon.

Sometimes ranged weapons are similarity enchanted. Sawed-off Shotguns, AK-47 knock-offs, Next Gen SMGs and other advanced slug-throwers are popular choices, as the Scavengers rarely have the technical infrastructure to manufacture occult energy weapons.

Construction
Requirements Craft Magic Arms and Armor, *bleed, rusting grasp,* creator must be a Scavenger Battlechanger
Cost 48,000 gp (DC 31)

WRECK WELDER

Aura faint abjuration and transmutation **CL** 3rd
Slot weapon **Price** 24,500 gp (DC 29) **Weight** 4 lbs
A bulky and cumbersome tangle of hazard-orange fuel tubing and rusting fuel pods continually hisses with a tiny blue pilot flame that occasionally erupts in a gout of flame hundreds of feet long. When affixed to the forearm

of a Battlechanger, hot, gold filigree like flame detailing crawl towards the fingers and up the arm to the shoulder, announcing the bearer's capacity as a high-temp flame trooper.

The Wreck Welder is a **+1 Battlechanger-integral wrist flamer of infinite ammunition.** While the weapon is integrated with a Battlechanger's systems, the character gains Fire Resistance 10.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, resist energy*, creator must be a Scavenger Battlechanger
Cost 12,250 gp (DC 26)

WRIST BLASTER

Aura faint evocation **CL** 3rd
Slot wrists **Price** 4,200 gp (DC 23) **Weight** 2 lbs
This futuristic weapon looks like nothing more than crude, barbaric jewelry. A Wrist Blaster is disguised as a wide, bronze wrist band with a bulky rim and simplistic shapes carved into the band. Three to five smoothly polished, marble like gemstones are spaced equidistantly around the band, which glow brightly when the Wrist Blaster is used as a weapon.

A Wrist Blaster functions as a **+1 spacer's blaster of infinite ammunition**. The wearer uses it as a weapon merely by pointing dramatically, a laser following the path of the wearer's outstretched forefinger. Despite being a single band, this item occupies both wrist slots.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, magic missile*
Cost 2,100 gp (DC 20)

MINOR AND MAJOR ARTIFACTS

This section details all the various artifact level items that could conceivably be discovered by star-crossing, Multiverse-exploring adventurers. The exact locations and capabilities of these items are shrouded in myth and oft-inaccurate legend or buried in forgotten relics aboard ruined stations.

These artifacts are grouped in the same categories as other magical items: magical costuming, magical weapons, consumable items and other wondrous items.

Rather than two sections describing major and minor artifacts, this chapter instead lists the artifact's type and relative rarity directly below the artifacts name. Of course, what it means for an artifact level item to be 'common' is purely in the game master's hands, but such an item is infinitely easier to find than a 'rare' artifact, which in turn is far more common than truly unique artifacts, which are often historic treasures beyond price. It can be a quest spanning an entire campaign to even catch a glimpse of one of the Multiverse's most unique artifacts….

ARTIFACT MAGICAL ARMORS AND COSTUMING

MAGNUS AEGIS

Unique Minor Artifact
Aura CL 24th
Slot armor **Weight** 28 lbs
The Magnus Aegis is an ancient Technysian artifact, worn by the greatest heroes of the Freegear Rebellion. The gleaming golden armor was worn during the first battle of the Rebellion, and outlived the legendary robotic warlord it was commissioned for. When the armor is not bestowed upon a worthy Freegear (and millennia can pass before a new wearer proves his or her worth), the armor is kept in a vast temple-armory on one of Technys' gleaming moons.

The Magnus Aegis takes the form of a massive metallic exo-frame, forged from a beautifully burnished golden alloy. When worn the armor seems to merge with the wearer's metallic body, revealing intricate internal components cast from burnished bronze and platinum. The Magnus Aegis includes a golden breastplate inset with a reinforced translucent polymer window revealing a powerful plasma-energy chamber that powers the armor.

A great-helm with blunt, angular wings and pauldrons fitted with high, towering weapons modules farther adds to the wearer's grandeur.

The Magnus Aegis is a **+5 trans-scaling, wilding grade-III powered armor of determination and heavy fortification.** The Magnus Aegis provides the wearer with Immunity to Fire and Electricity. The Magnus Aegis' *wilding* property applies whenever a Battlechanger wearer assumes any alt-mode, allowing the armor to maintain its full function regardless of their current form. Only a creature with the Battlechanger subtype can don the Magnus Aegis.

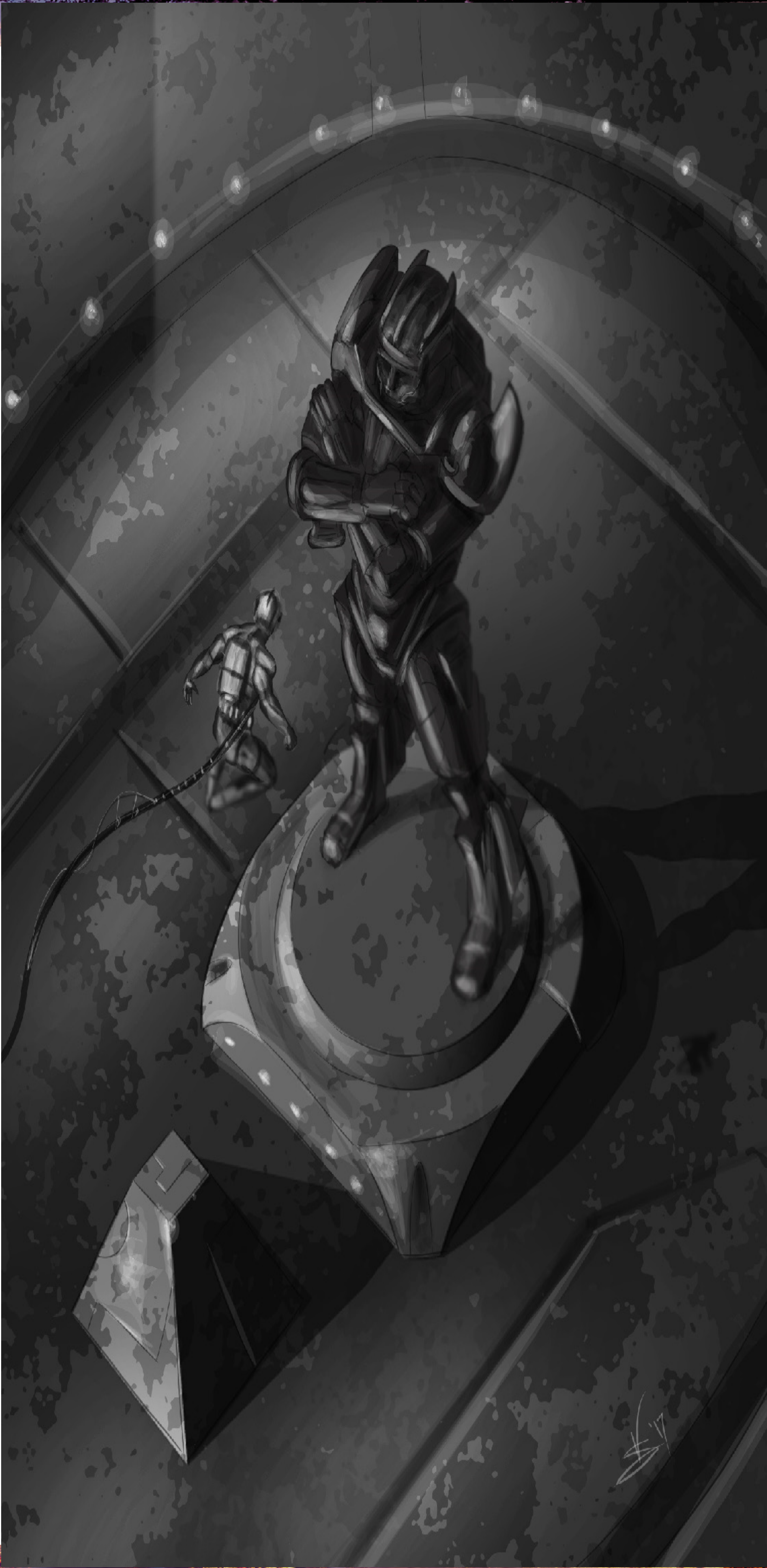
While wearing the Magnus Aegis, the Battlechanger is considered one size category larger than normal in all modes, and they lose the Freeze special quality in alt-mode (if present).

Weapons

The missile-towers built into the armor's pauldrons function as a **+3 nimble-shot, seeking LAW rocket launcher of infinite ammunition.**

Destruction

If the wearer is slain while wearing the Magnus Aegis, the armor teleports away at Initiative Count 0 of the round the wearer perishes, leaving the wearer's body behind. This effect functions identically to *interplanetary teleportation*, and returns the armor to its temple-armory. If the teleportation effect is prevented or blocked, the Magnus Aegis can be captured or destroyed normally.



ARTIFACT MAGICAL WEAPONS

GEARBLADE OF SOVEREIGNTY

Rare Major Artifact
Aura overwhelming transmutation **CL** 28th
Slot weapon **Weight** 30 lbs
This enormous ceremonial greatsword has a blade more than three meters long, and a haft that adds another meter and a half to the already impressive size. The blade is a multilayered somewhat Deco sculpture of stacked alien alloys, the razor-sharp core of which resembles electrum. The cross guard is a heavy round drum of similar complexity. When the weapon is wielded, it splits apart on concealed seams, unsheathing thin planes of azure and cerulean energy.

A Gearblade of Sovereignty can only be wielded by a creature that attunes to it. Only a Battlechanger of a lawful good alignment can attune to the blade. Attunement requires the wielder to kneel in meditation in physical contact with the Gearblade for at least 24 hours. Once attuned, the Gearblade remains attuned until the Battlechanger is slain, willingly relinquishes attunement, or ceases to be either lawful or good.

A Gearblade of Sovereignty functions as a **+4 courageous, defending, guardian flaming burst great sword.** The Gearblade shifts size to accommodate any Battlechanger wielder that attunes to it.

Once per week, the attuned wielder can cast *contact other plane,* as if contacting an Outer Plane demigod, to commune with spirits of fallen Freegear leaders contained within the blade.

Once transfigured, the attuned wielder is generally larger, more powerful and regal, with more advanced systems. While the weapon is attuned to a Battlechanger, the Battlechanger benefits from the Powerful Build racial trait and gains a +4 enhancement bonus to their STR, CON and WIS scores. The Gearblade's attuned wielder gains *Base Trailer* and *Circuit Chalice* as racial bonus feats. If the Battlechanger lacks a vehicular alt-mode suitable for the Base Trailer feat, they gain an additional alt-mode of their choice that meets the prerequisites. These benefits are lost if attunement ends.

If an attuned wielder is slain while in contact with the Gearblade of Sovereignty, the wielder's soul enters into the blade as if by *trap the soul.* An attuned wielder is always considered to be willing to accept this effect and gains no saving throw against it.

Destruction
A Gearblade of Sovereignty can only be smelted in a foundry that is also smelting the remains of a Freegear hero of at least 18th level. Destroying the blade in this way frees all the trapped souls within. Freegear might ceremonially retire the weapon of a beloved comrade in this manner, while Tyrakrons might perform a dark cremation to remove a powerful weapon for good from the cosmos.

GLORIOUS EXTINCTION

Rare Minor Artifact
Aura overwhelming necromancy **CL** 20th
Slot weapon **Weight** 8 lbs
The Glorious Extinction's two-meter-long, double edged blade is a molecule-thin thin sheet of crimson plasma that is cold to the touch and harder than adamantine. The weapon's cross guard and hilt are a gleaming, mirrored chrome sculpture of a gazelle-like skull. Two twisted, spiraling horns stretch away from the energized blade at dramatic angles. Ebony leather is tightly wrapped around the long hilt.

Glorious Extinction is a **+3 anthro-bane, vorpal greatsword.** Because the blade is non-physical, it always overcomes material-based Damage Reduction and can affect creatures normally immune to Slashing damage entirely.

If the Glorious Extinction severs the head of an Anthro with at least 18 HD, all immediate blood relatives of that creature (parents, children, siblings and the like) must succeed at a DC 30 FORT Save at the moment of their slain relative's death. If they fail their saving throw, the relatives suffer 8d8 points of negative energy damage and lose the ability to have or enjoy sex. If pregnant, the creatures miscarry. A successful FORT Save halves the negative energy damage and negates the reproductive damage. There is no range limit to this affect; it affects all living relatives of the slain Anthro anywhere in the cosmos, so long as they are on the same plane.

Destruction
Prior to destroying Glorious Extinction, a slain Anthro warrior killed by the blade must be restored to life, as must the majority of relatives slain by the negative energy effect. Members of the slain's family whose ability to reproduce was destroyed must be restored.

After these acts of restoration are performed, the Glorious Extinction can be cast into a source of cosmic heat, such as the core of a world, the core of a nuclear reactor, or the heart of a star and be melted down.

THE IRON FISTS

Aura overwhelming evocation **CL** 36th
Slot permanently occupies the hands, wrists and rings slots
Weight 20 lbs (does not count against encumbrance once attached)
These iron prosthetics are as cunningly articulated as human fingers, though heavy and containing barely constrained power. The metal of the gauntlets is always hot to the touch, and smolders like a blacksmith's forge. Short iron spikes on the knuckles give the wielder a lethal punch that can buckle steel.

In order to wear these fists of solid iron, the wielder must have his arms amputated below the elbow and the Iron Fists pressed to the stumps. The Iron Fists will magically attach, which is an agonizing process- the wielder feels the iron hands burn into their flesh, and attach themselves to the jagged stumps of bone with iron nails. A prospective wielder must succeed at a DC 30 FORT Save to bond with the artifact; failure means the wielder dies from sheer agony. Combatants receive a luck bonus on this saving throw equal to their Combatant class level.

Once attached, the Iron Fists become part of the wielder's body and cannot be removed while he lives. The Iron Fists cannot be taken from their owner until after he dies, at which point the Iron Fists release themselves and fall away from the former wearer's stumps.

While wielding the Iron Fists, the wielder's unarmed strikes become far deadlier. The wielder's Unarmed Strikes are considered **+5 flaming burst, ghosttouch keen weapons**, and his Unarmed Strikes are considered **adamantine and epic** for the purpose of overcoming damage reduction.

The wielder receives the **Greater Sunder and Grater Vital Strike feats** as bonus feats. When attempting to Sunder an object, the wielder of the Iron Fists ignores the item's Hardness and inflicts damage direct to Hit Points. The Iron Fists cannot be sundered themselves.

Destruction
The Iron Fists can only be destroyed while removed from a wearer's body. The fists might be shattered if they are first exposed to extreme cold (such as from epic ice magic or an elder wrym White Dragon's breath weapon) and then exposed to similarly intense heat within one minute.

OBLITARAS FORK

Unique Minor Artifact
Aura overwhelming evocation and necromancy **CL** 25th
Slot weapon **Weight** 10 lbs
This weighty and darkly regal polearm is gilded from the tines of the fork down to the base of the haft. The head of the Oblitaras Fork is an ibex skull cast in darkling gold, sinister violet gems set into empty eye-sockets. Profane runes are etched into every long tooth. The ibex' spiraling horns are hammered down near their tip, becoming the razor sharp tines of the fighting fork.

The Oblitaras Fork is a **+4 keen, vorpal tiger fork.** While the Oblitaras Fork is wielded in hand, the character is affected as if by *undead anatomy IV*, their face becoming an emaciated, skull-like deathmask with an eerie golden cast. The wearer gains two slam attacks appropriate for a creature of its size, which inflict one negative level each (F-DC 24 negates), and gains *lifesense 60 ft* and *see in darkness.* The wielder gains Damage Reduction 10/good and silver.

Destruction
The Oblitaras Fork can only be destroyed in the hour after it takes the life of a good aligned cleric or outsider of at least 18 HD. Within that period, the Oblitaras Fork can be melted down by truly extreme heat, such as the lava floes of an active volcano, the heart of a star, or an elder dragon's breath.

SWORD OF MYTHIC POWER

Rare Minor Artifact
Aura overwhelming evocation and transmutation **CL** 25th
Slot weapon **Weight** 18 lbs
This enormous bastard sword is heavier and grander than ordinary men can easily wield, and even the most heroic warriors struggle under the weight of the massive blade. The gleaming adamantine blade is decorated by an elongated diamond of gilded steel and bronze that runs the length of the blade's bloodgroove. Long crescent-moon quillions run from the weapon's leather-shod haft to half a foot up the blade's edge. When the weapon is drawn, thunder rumbles.

The Sword of Mythic Power is a **+4 adamantine, merciful, glorious, thundering bastard sword.** When used to inflict non-lethal damage, the thundering property never causes permanent deafness; instead the deafness ends 3d6 hours after the injury was inflicted.

Once per day, the wielder can hold the Sword of Mythic Power aloft as a full round action and speak some courageous oath. Doing so transforms the wielder as if by *God Form* with the following modifications.

The wielder gains a +4 enhancement bonus to their STR and CON scores and a +2 enhancement bonus on all other ability scores, as well as a +4 holy bonus to Armor Class and Damage Reduction 10/adamantine. By default, the God Form effect has a base 25 round duration (2.5 minutes), but each time the wielder successfully performs a truly heroic action (slaying an evil or hostile creature at least CR +4 greater than the wielder's HD, successfully using a skill to directly save a life, ect), the duration of the effect resets.

Any good aligned wielder (regardless of their law/chaos axis) can wield a Sword of Mythic Power without risking divine shock. If the wielder knowingly commits an evil act while transformed, or becomes evil, the transformation immediately ends.

Destruction
A Sword of Mythic Power cannot be destroyed save by the direct intervention of a deity. A good aligned deity can only destroy the blade if the wielder commits a truly atrocious act while wielding the Sword; an evil aligned deity can destroy the weapon at will, to further their aims. Otherwise, weapons of such power can only be lost or contained.

Similar Items
The greatest of all Anthro champions might find themselves worthy of a Sword of Mythic Power that adds the ***Omens*** property to the above powers.

Great powers of good that consider marital courage the greatest of all virtues might craft a Sword of Mystic Power with the ***Coward-Spurning*** property in addition to the above powers.

Other variants of this legendary blade exist throughout the Multiverse, waiting to bestow their fabulous, secret powers upon a worthy wielder.

CONSUMABLE ARTIFACTS

(Cn) indicates a Consumable item

CHAOS FUEL (CN)

Common Minor Artifact
Aura overwhelming transmutation **CL** 21st
Slot none **Weight** 1 lb (vial)
Where especially powerful Primitive Battlechangers fall, their bio-fuels and fluids sometimes taint the site. When a Battlechanger with a Primitive alt-mode and at least 20 HD dies in combat, there is a 20% chance that their body leaks fluids which function as Chaos Fuel. Increase the percentage chance by 1% per additional HD beyond 20. Add +10% if the fallen Battlechanger is of *chaotic* alignment and a further 10% if the death site is a high-tech, fully mechanized or Technysian environment.

If a Battlechanger drinks a vial of Chaos Fuel, or bathes in water or other liquids tainted by the Chaos Fuel, the Battlechanger undergoes a dangerous transformation. If the Battlechanger succeeds at a DC 22 FORT Save, it gains a new Primitive alt-mode of a type determined by the gamemaster, in addition to existing alt-modes. If this saving throw is a failure, the Battlechanger loses any existing, non-Primitive alt-mode and these are replaced by an equal number of new Primitive alt-modes. The transformed Battlechanger must succeed at a second DC 22 WILL Save or find their alignment shifting one step closer towards *chaotic neutral.*

Destruction
Chaos Fuel is difficult to destroy by conventional means; burning it or boiling the liquid away merely transfigures it into an airborne vapor which functions much like *fog cloud* and remains in place for 2d6 hours or until blown away or otherwise dissipated. Creatures breathing the vapors are at the same risk of transformation as those drinking or bathing in the liquid.

FRUIT OF OLD (CN)

Common Minor Artifact
Aura strong transmutation **CL** 15th
Slot none **Weight** 1 lb
This fist-sized fruit resembles a strange breed of apple or pear. The skin is often a glossy, fleshy red, occasionally fading to a burnt orange as the fruit becomes overripe…. a process which can take centuries after a piece of this fruit falls or is harvested. The Fruit of Old can be found growing from hardy vines in inaccessible crevices and ancient stones. Occasionally wines, jams, pies and sweets produced from the Fruit of Old turn up in far-off market places, extra-dimensional trading posts or multiversal crossroads. These have the same effects as a raw and newly harvested Fruit of Old.

If the Fruit of Old (or its derivatives) is fed to a living animal, that creature becomes an Anthro, undergoing a transformation as per the *anthro awakening* spell.

Destruction
The Fruit of Old can be destroyed as easily as any other piece of fruit.

WATER OF TRANSFIGURATION (CN)

Common Minor Artifact
Aura overwhelming transmutation **CL** 18th
Slot none **Weight** 2 lbs (vial)
Worlds where buried Technysian arms caches lurk undiscovered sometimes produce naturally occurring springs of this seemingly physics-defying water. Waters of Transfiguration can be found in isolated springs and remote subterranean lakes and rivers. Bathing in a naturally occurring spring has the same effect as drinking a vial of the strange, effervescent water.

It requires a DC 22 Knowledge (arcana) check to successfully bottle Water of Transfiguration and retain its magical property. Any humanoid or monstrous humanoid who drinks Water of Transfiguration physically transforms into a Battlechanger for 4d6 hours. During this time, the creature's original racial traits are lost. The resulting Battlechanger is always Huge in their robot mode, and gains a vehicular alt-mode, the type and style of which reflects the creature's personality, skills and profession.

Conversely, if drunk or consumed by a Battlechanger, that creature becomes a humanoid or monstrous humanoid of the type most common to the region for a similar period. During this time, their original racial traits are lost, and they gain the abilities of a member of the emulated species.

Destruction
Water of Transfiguration can simply be poured out to destroy it. However, if poured out in a natural setting, a 5-10 ft radius around the spot where it is poured permanently becomes bio-mechanical: techno-forming the world on a miniscule scale.

WORLD ACORN (CN)

Common Minor Artifact
Aura overwhelming transmutation **CL** 21st
Slot none **Weight** negligible
The structure of the Multiverse is best imagined as an unimaginably vast tree, with an infinity of worlds hung

in its branches, including at least four, very different Earths. The pathways between worlds are like branches, and occasionally, as with any tree, the Great Universal Tree produces fruit, blossoms and, of particular interest to Anthros, acorns! Occasionally such fall into one reality or another, streaking through the sky like a comet or meteor, yet breaching the atmosphere and landing without a sound and hovering just above the soil or water of a Material Plane world, waiting to be discovered.

A World Acorn can be used in one of two ways.

If planted in fertile soil, in 1d6 minutes, a *gate* to a planar destination of the planter's choice forms out of a circular arch, 20 ft in diameter, created by the growth of strange branches.

Alternatively, eating a World Acorn provides the creature with the benefit of a *heroes' feast* spell, save that the effects last for 2d6 days.

If the creature has the Anthro subtype in addition to the *heroes' feast* effect he or she gains Toughness as a bonus feat. If the Anthro has the Obligate Herbivore disadvantage or a similar disadvantage, consuming the World Acorn has additional effects, gaining a +1 inherent bonus to all saving throws.

The effects of consuming multiple World Acorns are not cumulative.

Destruction

A World Acorn can be destroyed as easily as any piece of mundane bark.

ARTIFACT WONDROUS ITEMS

BLEAKMOON ASTROLABE

Unique Major Artifact

Aura overwhelming transmutation **CL** 35th

Slot none

Weight architectural fixture weighing more than 100 tons

The Bleakmoon Astrolabe is a massive device of nearly unimaginable complexity, which has granted dangerous levels of cosmic power to a succession of warlords clever enough to decipher its function and bold enough to size the power offered. The ***Bleakmoon Tyrant*** (*Horrors of the Lifechain Volume II*, Otherverse Games, 2017) is the most recent master of the device, using its power judiciously to carve out a vast and gradually expanding stellar empire for himself.

The Bleakmoon Astrolabe is a goliath chamber hewn from something like carved, vermillion bone. An enormous orrery of holographic suns and worlds, with the dying red supergiant that shines down upon the Bleakmoon itself at the center, floats in space at the center of the vast chamber. Beneath this illusory orrery, a complicated control panel resembling a strange, alien pipe organ offers control over the dark power the Bleakmoon Astrolabe offers.

The Bleakmoon Astrolabe must be attuned to a new master, which requires first a successful DC 25 Knowledge (physical sciences) check to move the holographic orrery into the correct position. Then, the new master must succeed at a DC 20+2d6 Perform (keyboards) check to play a strange, discordant song to the spheres and the dying red sun. Each check requires 1d4 hours. If both checks are successful, the creature becomes the device's new master. If the Astrolabe's current master is slain while transformed, the creature who dealt the deathblow can immediately choose to attune to the Astrolabe without the necessity of skill checks.

The new master suffers 20d8 points of unholy damage (WILL DC 30 half) at the moment of attunement, regardless of the method by which attunement is made. If the new master chooses to shift their alignment to Lawful Evil, or is already LE at the moment of attunement, the base damage is reduced 10d8 instead.

Once attuned, once per day, the Bleakmoon Astrolabe's wielder can call upon the Astrolabe's power as a full round action, which requires screaming a strange, poetic oath to the dying red star and claiming its power. Doing so bestows the effect of both *god form* and *surf the nebula* upon the Astrolabe's master, transforming them into a gargoyle-like star predator of vermillion metal and crimson spines. The transformation has a duration of 1d4+1 hours. This transformation can be induced at any distance, so long as the master and Astrolabe are on the same plane. When calling upon the Astrolabe's power, the holographic orrery automatically shifts into proper configuration, and the organ bellows with alien melodies.

Destruction

The Astrolabe's current master can attempt a DC 40 Knowledge (physical sciences) and a DC 35 Perform (keyboard) check, both of which require 1d6 hours. If both checks are successful, a massive solar flare erupts from the dying red star at the center of the orrery, and incinerates the planet or moon where the Bleakmoon Orrery is installed, destroying the device with the world. This solar flare typically requires 4d6 minutes to reach the planet, providing a small window for evacuation.

CANDYSHIP

Rare Major Artifact
Aura overwhelming universal **CL** 30th
Slot none **Weight** mid-sized starship (several thousand tons)
The offbeat and quizzical Candyship might be a remnant of an earlier Universal Iteration, or a refugee from a dreamlike universe whose physical laws run on fairy-tale logic. Whatever it is, a Candyship is an unforgettable sight – a fully functional, and surprisingly well-armed light starship made entirely out of gingerbread, frosting, jellies, chocolate, sweets and gummi candy.

Each Candyship is a mid-sized starship similar in role and design to a military corvette. The vessel can accommodate a complement of about 20, with moderate cargo space, and an assortment of advanced weapons. The Candyship's armory consists of lasers, other light energy weapons and a few banks of mid-range homing missiles/torpedos. The Candyship is capable of very fast FTL travel and can enter hyperspace and the ITF corridor.

The Candyship has a tactical space speed of 2,500 ft (5 space scale squares) and a tactical in-atmosphere speed of 1,200 ft (good). The Candyship's non-tactical air speed is around Mach 1.7.

The Candyship can pierce dimensional barriers. In addition to 'ordinary' jaunts to hyperspace and the ITF corridor, necessary for long-distance space travel, the vessel can shift itself and all passengers to another plane of existence as often as once every 72 hours.

Destruction
The Candyship is unnaturally durable. It must be destroyed in the same manner three times, otherwise, it just reappears, fully repaired and fueled up, in its usual resting place, or last known landing site 24 hours after being destroyed. The same general means must be used, though the details can change. To permanently destroy the Candyship, for instance, you might have to crash it into a mountain three times, or blow it up in a space battle three times in a row, but it need not be the same mountain or same enemy ship (s) each time.

"THE FLIER'S EGG"

Rare Minor Artifact
Aura overwhelming evocation **CL** 21st
Slot neck **Weight** negligible
Tiny and flawless star-rubies that seem to glow like solar flame are known as the "The Flier's Eggs", often set into gilded pendants. These gems are sacred to the multiverse-spanning cult of the Flier, and are worn as symbols of powerful, world changing courage. These sacred relics are rarely owned by those outside the Flier's cult, though clerics and oracles of the Flier might allow a worthy creature, especially a bold Anthro in need, to briefly wield a Flier's Egg to win an important personal battle. Courage of the heart, sufficient to access the Egg's full powers, is rare, and must be celebrated.

The Flier's Egg functions identically to a ***coward spurning weapon***, drawing power from the courage in the wearer's heart. The Flier's Egg provides the wearer with a deflection bonus to AC equal to twice their Bravery class feature (maximum +10), which takes the form of a fiery corona. The wearer gains Fire Resistance 15 by default; if their Bravery is +4 or better, this is treated as Fire Immunity instead.

If the wearer has Bravery +3 or better, they can use *telekinesis* at will as a 21st level sorcerer. The telekinetic aura resembles heatless flames.

Destruction
A Flier's Egg cracks, stars and become useless for 3d6 months if the pendant is worn by a creature that performs an action that would cause a *coward spurning item* to reject it. During this time, it is treated as mundane jewelry, while slowly and naturally repairing itself.

Alternatively, an active and functional Flier's Egg can be sacrificed by the wielder to cast *true resurrection* upon a touched creature. The touched creature is resurrected in a spectacular pyrotechnic display, but the Flier's Egg shatters and is forever destroyed. Clerics of the Flier rarely disapprove of sacrificing this sacred pendant in such a manner.

GENESIS ENGINE

Rare Major Artifact
Aura overwhelming transmutation **CL** 50th
Slot none **Weight** city-sized device, weighing several billion tons
A Genesis Engine rests at the molten core of at least one Multiverse's Earth, and other, similar devices are found throughout the infinity of space and time. The Genesis Engine is an ancient and massive device implanted in the world as it cooled out of the accretion disk surrounding the young sun. All Genesis Engines are enormous spheres of golden metal, easily the size of a small city. Protruding shafts radiate equidistantly from the goliath sphere.

If someone can solve the entry locks (and withstand the crushing heat and pressure all around), these miles-long shafts serve as a complex airlock allowing deeper access to the device.

It requires several extremely high-level Computer Use and Disable Device checks to gain entry, with DCs of at least 40 and possibly higher. If successful, the Genesis Engine's outer airlock door opens, and as soon as the first chamber cycles and clears itself of the magma that poured in, deeper access is granted. The Genesis Engine functions as a high level mega-dungeon filled with robotic, Battlechanger and Genesis Lifespawn opponents and a plethora of ultra-tech and occult traps.

Those who win through into the central core can activate the Genesis Engine. Doing so unleashes a wave of cosmic energy that races through the planet and propagates outward at the speed of light for 10-15 lightyears in all directions. This energy randomly transforms existing machines into newborn Battlechangers; any machine larger or more complex than the average smart-phone might become a new Battlechanger. A planet of Earth's size and technological development might birth thousands of new Battlechangers per populated continent.

The newly created Battlechangers remain inert until another creature with the subtype approaches within 500 ft of the transformed device. The creature's alignment when awakened matches that of the Battlechanger who awakened it; the new Battlechanger have a basic understanding of their culture, though little real-world experience. They begin play speaking one Tech-dialect and the native language most common to their place of origin.

Creatures within the Genesis Engine when it produces this energy wave gain Awakened Heritage (Genesis) as a racial bonus feat. Extant Lifespawn creatures within the Genesis Engine are unaffected.

Destruction

Once the device is successfully activated, the Genesis Engine begins slowly rising through the planet's mantle. After several weeks of geological upheaval, it appears in a random location on the planet's surface surface and reconfigures itself into a large city, functioning similar to the *erect mega-structure* or *urbana ex nihlo* spell. It is equally likely that this city emerges on water as if land,

functioning as an artificial island in that case. From this point, though exceedingly durable, the city is a mundane structure and can be destroyed by mundane force.

GOTRON MODIFIX CHAMBER

Unique Major Artifact
Aura overwhelming transmutation **CL** 27th
Slot none **Weight** structure, weighing several billion tons
Once, before the ecological destruction of their homeworld, the Emulators were a hominid race. Using recovered Battlechanger technology, the race bootstrapped its technology and became a race of transformable cyborgs. The transformation of the race was accomplished through a vast, cybernetic foundry the size of a coliseum, a god-scale surgical amphitheater capable of transforming hundreds of willing Emulators into mechanical lifeforms simultaneously.

The Gotron Modifix Chamber is a revered piece of Emulator history, a vast steel cathedral at the heart of their terraformed world. The Modifix Chamber rests in the shadow of the Gotron Heart itself. Today, it is virtually inactive, tended by ancient Emulator priests and kept as a monument to the race that was. Millennia of dust cover every gleaming, golden chrome surgical table. Occasionally, the ancient machines are re-awakened to repair a particularly revered Emulator or transform an ally of the race into a living machine.

A divine spellcaster who worships the Gotron Heart can re-activate the Gotron Modifix Chamber with a successful DC 30 Knowledge (religion) check. Once activated the Modifix Chamber can be used to transform up to one humanoid or monstrous humanoids into Battlechangers of the Emulator subspecies, removing original racial traits. Increase the DC by +10 per additional hundred creatures to be transformed. A maximum of 1,000 creatures can be transformed simultaneously. It requires 10 hours of surgery to accomplish the transformation. Once activated, the Modifix Chamber cannot be activated again for 2d6 weeks.

Creatures to be transformed must be willing, and become Battlechangers with powers and alt-modes based upon their skills, abilities and interests. Alternatively, the Modifix Chamber can use *cybernetic surgery* instead of any subjects to install devices of the divine spellcaster's choice.

Finally, as often as once per planetary rotation, the Modifix Chamber can use *true resurrection* to benefit any creature with the Battlechanger subtype.

Destruction
Destroying the Modifix Chamber would require penetrating the formidable defenses of the Emulator homeworld, ***Tronis VI***. Actually destroying the miles-wide chamber requires the full firepower of a planetary armada, and would likely destroy the nearby Gotron Heart as well.

MICRO-GATE

Common Minor Artifact
Aura overwhelming conjuration **CL** 25th
Slot none **Weight** 1 lb
In its inactive state, a Micro-Gate resembles a tangled puzzle of tiny metallic rings, forged from a rainbow of different alloys. When the device is activated, the rings explode into individual components, as if in slow motion, and reform in the shape of an enormous circular arch hanging suspended in mid air.

Once per day, the Micro-Gate can be commanded to activate as a full-round action. Doing so creates a *gate* of any diameter up to 150 ft in diameter, which remains in existence for five minutes or until the creature who activated the Micro-Gate crosses through. The Micro-Gate's destination can be any plane or planetary destination known to the user. This effect functions as either *gate, interplanetary teleportation* or *teleport without error.*

Destruction
The Micro-Gate is destroyed, crumbling into useless shavings of *intensely radioactive* metal, if it placed inside any extra-dimensional space. The half-life of this radioactive dust is measured in millions of years.

PLANET WRITING QUILL

Unique Major Artifact
Aura overwhelming conjuration and transmutation **CL** 45th

Slot none **Weight** 25 lbs
Legends that predate the memories of even the most ancient immortals of the Battlechanger race by tens of millions of years say that Technys was 'coded' into being by a god-like machine wielding a great stylus. If the legends are true, the Planet Writing Quill might be the artifact that gave the species life, and might be one of the most powerful divine relics in the entire Multiverse.

The Planet Writing Quill somewhat resembles an archaic quill pen composed of over-complicated and constantly shifting and changing layers of ultra-technology. The outer layers of the pen-like cylinder are gold, silver and platinum alloys and other precious xeno-metals, while the inner mechanisms are a glossy black chrome. When touched by a Battlechanger's hand, the Quill resizes itself to fit the mecha's manipulators, even in the hands of Battlechangers at the far extremes of scale: nanite-sized micro-mecha to city-scale behemoths.

The Planet Writing Quill can be used to 'code' new techno-organic worlds into being. Doing so requires the user, who must always have the Battlechanger subtype, to mediate with the device for at least 24 hours of unbroken concentration. The user then attempts a DC 35 Computer Use check to 'code' the new planet into being.

If the check is successful, a fully mechanical, habitable world roughly the size of Technys is created. The newly created planet has lush resources, especially new Fuelon deposits, as well as an oxygenated atmosphere, usable mineral deposits and some surface water and can support both Battlechanger and humanoid life. The newly created planet always appears in a stable orbit within the star system the device is used in, within the star's habitable zone. If used outside of a star system, the Quill produces a rogue exo-planet instead. A newly created planet has 1d4-1 mechanical moons, each with exploitable resources.

The wielder can attempt to code additional modifications into the planet to be created. Each of the following modifications chosen increases the Computer Use check DC by +5. The user can place as many modifications on the world as desired, but is not required to do so.

- Create a habitable city-state somewhere on the planet, with pre-existing infrastructure, similar to the *urbana ex nihlo* spell. This modification can be chosen multiple times.
- Create a planet with exceptionally rich resource deposits and virtually inexhaustible Fuelon.
- Give the planet it's own intelligence with mental ability scores of 15+2d6 each, and the user's own alignment. The planet-mind is initially friendly to its creator, and protective of any intended inhabitants and colonists.
- If the planet is given intelligence, a second modification gives it the ability to transform into a more mobile (usually humanoid) robot mode. The resulting creature is an epic level being, with a challenge rating anywhere from CR 25-30 and possibly beyond.
- Give the planet a massive FTL thruster system on one hemisphere, which allows the entire world to travel through the galaxy as a single, massive starship.
- Give the planet a powerful onboard weapon system, which functions much like the *planet killer* spell, usable once per day.
- Create one or more lesser artifacts as permanent features of the planet. For example, the created planet might be equipped with a version of the Gotron Modifix Chamber or have a naturally occurring Water of Transfiguration lake.

If the Computer Use check fails, the user suffers 20d6 points of non-lethal damage and is rendered unconscious for 1d6 days, while the Planet Writing Quill teleports away to another place in the Multiverse. Once used successfully to create a new planet, the Quill teleports away harmlessly.

The Quill's wielder can choose sacrifice their existence and lifeforce to increase the chances of success. Doing so provides a +20 luck bonus on the Computer Use check. However, if this check succeeds, the user is slain, and nothing save the direct intervention of a deity, and specifically a Battlechanger deity, can return the user to life.

Destruction

There is no known way to destroy the Planet Writing Quill.

PUZZLE LOCK

Rare Minor Artifact

Aura overwhelming transmutation **CL** 25th

Slot none **Weight** 65 lbs

These ancient Battlechanger artifacts have heralded the birth of some of the race's most powerful Gestalt warriors. A Puzzle Lock is a large, metallic fan-like structure with five isosceles triangular blades linked together at their narrowest points. Each blade has the sheen of a different metal- from a brilliant, iridescent gold to an azure like good steel forged at high temperatures. When the artifact's power awakens, the fan-like structure opens into a roughly star-shaped configuration, and the Puzzle Lock floats within a corona of crackling electromagnetic force.

To activate a Puzzle Lock, a Battlechanger creature must brandish the device and expend a point of Fuelon to prime the device, plus an additional point of Fuelon per Battlechanger to be affected by the device. All Battlechangers who are within one alignment step of each other within a 60 ft cone of the device gain the *Combiner Component gadget* as well as the *Scramble Combiner trait*, and are treated as members of a new Gestalt team from this point forward. Unwilling Battlechangers can attempt a DC 28 WILL Save to negate the effect.

Once activated, the Puzzle Lock returns to dormancy and cannot be used to create a new Gestalt team for 1d6+3 days.

Destruction

The Puzzle Lock can be destroyed by succeeding at a DC

35 STR check which can only be attempted by a Gestalt created by any Puzzle Lock. If the check succeeds, the Gestalt rips the Puzzle Lock asunder, destroying it, but in doing all members of the Gestalt team lose their Combiner Component and related traits, and suffer 10d6 points of damage, which cannot be resisted or overcome, from techno-mystical feedback.

SEMETARY

Uncommon Minor Artifact

Aura overwhelming necromancy **CL** 25th

Slot none **Weight** huge landscape feature, stretching for hundreds of feet

Semetaries are bad ground, places where so many Anthros or animals died in misery that the very earth has become twisted and perverted. Plants grow sickly and black here, and the trees are rotted skeletons. Stinking, chill mist covers the cold ground. Often, a Semetary actually becomes a burial ground, often a potter's field for outcasts, criminals, heretics or the unwanted.

Each Semetary is a patch of bad ground at least 3d6x10 ft in diameter, which usually is found in desolate areas on the fringes of civilization. More rarely, a Semetary can be discovered in a city, often in an abandoned building, crumbling ruin or sewer main somewhere.

The Semetary functions as an *unhallowed* area. In addition, a creature buried in the ground of the Semetary has a chance of rising the next night as an Anthro, though morally twisted and cruel compared to their former life. This transformation has a relatively small chance of occurring; if the transformation does not occur on the first night, it will never occur.

The Semetary can affect either

- A non-magical Animal of 4 HD or fewer (25% chance plus 5% per HD beyond 1st)
- A Humanoid or Monstrous Humanoid of 4 HD/levels or greater (15% chance plus 5% per HD beyond 1st)

If the Semetary 'decides' to transform a buried creature, the effect functions as *reincarnation,* save that the buried creature returns to existence as an Anthro with a Chaotic Evil alignment.

Destruction

A Semetary can be destroyed if the *unhallow* effect is permanently removed or consecrated to good. Alternatively, the Semetary can be destroyed through brute physical force – excavating its entire area to a depth of at least 60 ft.

TIME BOX

Uncommon Major Artifact

Aura overwhelming conjuration **CL** 35th

Slot none **Weight** 120 lbs

The science behind Time Box technology has faded into legend and myth, one of many technologies forgotten by the Battlechanger species during their seemingly eternal war. Only a handful of Time Boxes have survived the millennia unchanged.

A Time Box is a rectangular case that's big even in the hands of most Battlechangers. The outer surface is an elaborate array of gleaming silver scales which can be moved and slid into an infinity of configurations without changing the Time Box' essential shape. Actually opening a Time Box is a puzzle that only the greatest minds of the Battlechanger species can attempt. If actually opened, the Time Box appears disappointingly empty, as the vast 4-dimensional mechanisms that allow it to function are distributed throughout a century-spanning time bubble around the device, in either direction. Only a simple alpha-numeric keypad in the inner lining of the Time Box provides any hint of a control surface.

It requires a successful DC 30 Knowledge (earth and life sciences) check to even open the Time Box; this check can only be attempted by a Battlechanger. Once a Time Box is opened, it can be used in one of two ways.

Interplanetary Teleportation

The simplest manner duplicates the effect of *interplanetary teleportation*, allowing the user to teleport without error to any position in the galaxy, simply by entering the destination's coordinates on the keypad, using an arcane, ancient Battlechanger encoding method. It requires a successful DC 30+1d8 Knowledge (physical sciences) or Linguistics check to program the teleportation.

When the teleportation is complete, roll a D12; on a roll of 1, the Time Box' fuel is expended and the device becomes useless.

Temporal Movement

More complex and risky manipulation of the device allows the user to move backwards in time, arriving at their present position at the specified point in the past. It requires a successful DC 40 Knowledge (earth and life sciences) or Knowledge (history) check to activate the temporal movement function. Increase the DC of the check by +1d6 per 100,000 years travelled into the past.

Returning to the present does not require a new skill check, but does require rolling a D6 to see if the device's fuel is expended by the return trip.

When the temporal movement is complete, roll a D6; on a roll of 1, the Time Box' fuel is expended and the device becomes useless.

Destruction

A Time Box can be destroyed by mundane means but it is exceptionally durable and recovers full HP after 24 hours. A Time Box has Hardness 30 and 100 Hit Points.

If drained of power, a Time Box is essentially useless. A Time Box can be only 'recharged' by absorbing massive amounts of energy from nuclear reactors, starship engines or other high-density energy sources. The power drain is so intense, the drained device becomes effectively powerless for 1-2 days after being used to recharge a Time Box. Recharging a Time Box requires a DC 25 Knowledge (technology) check; failure destroys the device and sparks a micro-nuclear detonation.

VALOROUS STONE

Common Minor Artifact

Aura strong transmutation **CL** 17th

Slot none **Weight** 1 lb

Stones like this- a fist-sized lump of hard, raspy stone that serves well as a whetstone – are often passed from father to son and lord to vassal for generations. These stones are always faintly warm against the palm of a courageous, honorable owner, and cold as slate in the hand of a coward. The center of the small stone bears an inscription of a crowd, blade, or other heraldic symbol, which often glimmers like the last flames within coal.

Any melee weapon that inflicts slashing damage can be sharpened with the Valorous Stone, provided the weapon has a physical blade (prohibiting the use of the Stone with some ultra-tech weapons). It requires one full hour of effort to sharpen a blade with the Valorous Stone.

Once sharpened, the blade permanently gains the masterwork quality (if it is not already either masterwork or magical), as well as the *coward-spurning* magical weapon property. A weapon may only be sharpened in this manner once.

Destruction

The Valorous Stone crumbles to dust if an owner who has possessed the blade for at least a year commits an act that would be perceived as cowardly to a *coward-spurning* weapon. Otherwise, the Valorous Stone can be cut by an active *coward-spurning* weapon- such attacks ignore the stone's Hardness.

WHITE STAR MONOLITH

Common Major Artifact

Aura overwhelming transmutation **CL** 30th

Slot none **Weight** nearly immeasurable

These Worldseeder artifacts have been unearthed on hundreds of worlds. If one White Star Monolith is found upon a world, there are usually more, at least one upon every other major continent upon the planet. Most such Monoliths are buried under tons of topsoil and rubble, buried beneath the weight of centuries, just waiting to be discovered and unleashed. Many species of Anthro owe their creation to these monoliths.

The White Star Monolith is a three meter tall rectangle of smooth, absolutely flawless and brilliantly white stone, which resembles fine marble. An sixty-sided geomorph of the same ivory substance floats exactly 36 centimeters above the top of the pylon, slowly rotating. Once the White Star Monolith is activated the blunt facets of the floating star become flame-like points stretching in all directions, symbolizing infinite genetic possibilities.

It requires a DC 30 Use Magic Device check and one hour of effort to activate a White Star Monolith; creatures with the Anthro subtype gain a +5 competence bonus on this check. If the check is failed, the White Star Monolith cannot be activated again for a lunar month.

Once activated, all humanoid or monstrous humanoid creatures of a single species within a geographically isolated area (usually the continent upon which the Monolith is located) are affected by *speciate,* gaining the Anthro subtype and gaining two Gifts of Nature.

The transformations created by the White Star Monolith follow a system of internal logic, and have a certain consistency. Transformations usually follow a pattern based upon the transformed creature's original race, faith, profession or other traits. For example, all soldiers and police officers transformed become Doberman Pinscher Anthros, all characters with a Christian patron deity become lamb or sheep Anthros, an Anthro's pelt color is reflective of her original skin tone, and so forth.

Destruction

White Star Monoliths cannot be destroyed by any known force, and even moving the Monolith presents major logistical challenges. A species that wishes to preserve its genome has only one alternative if a White Star Monolith is discovered- lift the indestructible pylon off world somehow. The Monolith is immune to effects from the *conjuration (teleportation)* subschool and the *psychoportation* discipline, and despite its relatively small size, the Monolith has an apparent mass of more than a hundred million tons. It is heavy enough that it warps gravity around it in minor ways: poured-out beer flows uphill towards the Monolith, coins tossed gravitate towards the Monolith, and so on. Ordinary humans can feel a palpable heaviness around the Monolith.

Ejecting a White Star Monolith directly into the core of a sun *might* destroy the Monolith, but it would likely just wait, inert, within the star's heart for aeons.

APPENDIX - BATTLECHANGER AND ANTHRO SPELLS

Though the species prefers to solve problems technologically, rather than through supernatural means, the Battlechangers have mastered magic as thoroughly as they have mastered science. For the race's technomages, the two disciplines are one and the same. Here are a handful of spells unique to the Battlechanger race.

This section reprints every Battlechanger specific spell found across multiple sourcebooks, as well as a few related spells that power magic items in this sourcebook. Included are a variety of Anthro spells. Anthro magic emphasizes the race's connection to the natural world and the beasts within.

Finally, Pleasure spells are detailed for use with various mgic items in this sourcebook.

ALCHEMIST FORMULA

First Level

Cosmetic Alt-Modifications – alter a Battlechanger's cosmetic details, similar to re-scanning
Danger Scent – urinate in terror to provide nearby allies with Scent an early warning of danger
Ibis' Brilliance – receive a +20 insight bonus on your next Heal check
Mallard's Feathers – waterproof flight feathers provide +4 racial bonus on Fly and Swim checks
Mating Perfume – pheromones force a single Anthro to be attracted to the caster, regardless of gender, for the spell's duration
Pursuit of Excellence – use entire ability score rather than modifier on one skill check made within the next round
Rat's Savvy – sniff out edible food and easily detect poison by scent or taste
Sex Stink – cloud of pheromones make creatures more vulnerable to sexual effects
Sexy Furover – restyle a felinoid's pelt to grant a +1 bonus on sexually oriented Diplomacy checks for a day
Stunning Orgasm – target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round

Second Level

Animalistic Dash – multiply your land speed by x10 for one round, and gain Run and Move-By Attack feast during this brief burst of superspeed
Ankylosaur's Maul – grow a hard-hitting mace at the end of your dominant hand
Anthro Adaptation – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level
Bear's Slumber – the spell's recipient can hibernate for 1 month per point of CON modifier
Cobra's Spittle – gain the ability to spit acidic slime that can blind temporarily if it gets in the eyes on a critical hit
Diversity of Form – make minor but permanent cosmetic changes to an Anthro's anatomy
Fly's Nimbleness – gain a +4 enhancement bonus to Initiative checks or discharge the spell to automatically succeed at a REF Save
Mark of Purpose – mystical tattoo aids you in a single grand quest or mission
Sexual Reconfiguration – grant a Battlechanger the ability to enjoy sex with humanoids, a defined gender, and even the ability to create hybrid children for a day
Spider's Craftsmanship – gain a +5 competence bonus on Craft checks or an even greater bonus on checks involving ropes, silk or cloth
Transmetalization – Battlechanger's chrome hull renders them to Ballistic and Force damage

Third Level

Coral Skin – growth of living coral grants a +3 natural armor bonus and superior aquatic adaptations
Fuelon Explosion – inflict 1d6 energy damage on a target robot per point in its Fuelon Reserve
Mechamorphic Adaptation – assume another Battlechanger's alt-mode and physical capabilities for one round/level
Stunning Orgasm, Greater – as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels
Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level
Trans-Furmation – permanently transforms a Humanoid or Monstrous Humanoid into an Anthro
Village of Paper and Saliva – construct a small village resembling an enormous wasp's nest

Fourth Level

Ankylosaur's Maul, Mass – as *ankylosaur's maul,* but affecting multiple targets
Anthro Adaptation, Superior – as *Anthro Adaptation,* but bestow multiple gifts
Mallard's Feathers, Mass – as *mallard's feathers* but affecting multiple targets
Overdesign – multiple, random *Gifts of Nature* cripple a targeted Anthro for 1 round/two levels
Rat Terrier's Pelt, Mass – as *rat terrier's pelt,* but affecting multiple targets
Triple Form – grant a Battlechanger triple-changer capabilities for 1 hour/level

Fifth Level

Ankylosaur's Maul, Mass – as *ankylosaur's maul,* but affecting

multiple targets
Anthro Adaptation, Mass – as Anthro Adaptation, but affects multiple targets
Breathing Armor, Greater – as *breathing armor,* but can affect magical armor
Fly's Nimbleness – as *fly's nimbleness,* but affecting multiple targets
Powerlink Bio-Implants – give a touched organic being a Powerlink feat as if it were a Battlechanger
Transmetalization, Mass – as Transmetalization, but affects 1 metallic creature per level

Sixth Level

Ceremony of Remolding – create new Battlechanger life that is a physical duplicate of an existing robot
Coral Skin, Mass – as *Coral Skin,* but affects one target/level
Fuelon Explosion, Greater –either affect multiple targets or target Gestalts with *Fuelon Explosion*
Function Reformatting – give a touched Battlechanger a completely new alt-mode and capabilities
Motor City Mecha – dramatically increase a touched Battlechanger or Cyborg's size and physical performance; Battlechangers gain a new temporary classic car alt-mode

BARD SPELLS

Zero Level

Canny Effort – gain a +2 insight bonus on your next skill check
Rat's Savvy – sniff out edible food and easily detect poison by scent or taste
Sexy Furover – restyle a felinoid's pelt to grant a +1 bonus on sexually oriented Diplomacy checks for a day
Universal Greeting – communicate a message of either peace or war to any creature capable of understanding language with just a simple phrase

First Level

Pursuit of Excellence – use entire ability score rather than modifier on one skill check made within the next round

Second Level

Hardlight Avatar – conjure a personality-based holographic image to scout for you
Racoon's Curiosity – you become a superior thief, rolling 2D20 on Disable Device and taking the best result, or even potentially combining the die rolls if they're too low

Sixth Level

Stage, Rainbow – conjure a huge performance stage or arena that provides a +5 circumstance bonus on Perform checks and extends the range of bardic abilities and spells used within
Stage, Stellar – create an area in deep space where gravity is normalized and sound travels as if within an atmosphere, surrounded by a force shield that reduces the effectiveness of most long-ranged energy weapons

CLERIC SPELLS

Zero Level

Canny Effort – gain a +2 insight bonus on your next skill check
Fertility Control – magically prevent or ensure conception for a day
Ibis' Brilliance – receive a +20 insight bonus on your next Heal check
Rat's Savvy – sniff out edible food and easily detect poison by scent or taste
Rodent's Fecundity – touched Anthro becomes hyper-fertile and if female gives birth to large liters

First Level

Know Lusts – know a target's sexual orientation and romantic preferences with a glance
Fuelon Charge, Lesser – restore 1 Fuelon to a Battlechanger with none
Mallard's Feathers – waterproof flight feathers provide +4 racial

bonus on Fly and Swim checks
Pursuit of Excellence – use entire ability score rather than modifier on one skill check made within the next round
Quick Cum – forced orgasm *stuns* victim for one round
Rat Terrier's Pelt – thick fur grants immunity to natural slashing weapons
Stunning Orgasm – target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round

Second Level
Alt-Lock – freeze a Battlechanger in its current mode

Ankylosaur's Maul – grow a hard-hitting mace at the end of your dominant hand
Anthro Adaptation – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level
Cobra's Spittle – gain the ability to spit acidic slime that can blind temporarily if it gets in the eyes on a critical hit
Danger Scent – urinate in terror to provide nearby allies with Scent an early warning of danger
Fuelon Charge – touch restores Fuelon to a Battlechanger
Manitcore's Tail – launch volleys of spikes inflicting 1d8 piercing damage per spike
Mark of Purpose – mystical tattoo aids you in a single grand quest or mission
Spider's Craftsmanship – gain a +5 competence bonus on Craft checks or an even greater bonus on checks involving ropes, silk or cloth
Transmetalization – Battlechanger's chrome hull renders them to Ballistic and Force damage

Third Level
Bear's Slumber – the spell's recipient can hibernate for 1 month per point of CON modifier
Comfortable Warren – excavate a living space suitable for rabbit or rodent Anthros
Coral Skin – growth of living coral grants a +3 natural armor bonus and superior aquatic adaptations

Stunning Orgasm, Greater – as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels
Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level

Fourth Level
Anthro Adaptation, Superior – as *Anthro Adaptation,* but bestow multiple gifts
Mallard's Feathers, Mass – as *mallard's feathers* but affecting multiple targets
Medusazoan Tendrils – jellyfish-like tendrils grant a 15 ft reach, inflict 1d8+DEX slashing damage and inject a painful toxin
Orgasm Mine – target suffers 2d4 Pleasure per round, or 3d6 + 1d6 fire/two levels if it resists the pleasure damage
Rat Terrier's Pelt, Mass – as *rat terrier's pelt,* but affecting multiple targets
Trans-Furmation – permanently transforms a Humanoid or Monstrous Humanoid into an Anthro
Termite's Teeth – gain a bite attack that does extra damage to wooden creatures and allows burrowing through wooden structures

Fifth Level
Ankylosaur's Maul, Mass – as *ankylosaur's maul,* but affecting multiple targets
Anthro Adaptation, Mass – as Anthro Adaptation, but affects multiple targets

Fuelon Charge, Mass – as Fuelon Charge, but affects one Battlechanger per level
Lion's Roar – ear splitting roar inflicts sonic damage and deafens the target, the intensity of which increases as the spell's casting time increases
Motor City Mecha – dramatically increase a touched Battlechanger or Cyborg's size and physical performance; Battlechangers gain a new temporary classic car alt-mode
Transmetalization, Mass – as Transmetalization, but affects 1 metallic creature per level

Sixth Level
Coral Skin, Mass – as *Coral Skin,* but affects one target/level

Seventh Level
Anthro Perfection – as *Superior Anthro Adaptation,* but affecting multiple targets

Eighth Level
God Form – assume a divine form that racially increases all your abilities, grants Damage Reduction 10/adamantine and interaction bonuses with the invoked deity's worshippers
Surf the Nebula – liquid silver coats the caster's body, rendering him immune to deep space conditions and granting phenomenal in-atmosphere and space flight capability

Ninth Level
All Dogs Go To Heaven – powerful spell breaks all bindings on the soul of multiple slain canine Anthros, allowing their souls to pass into either Nirvana or Celestia

DRUID SPELLS

Zero Level
Canny Effort – gain a +2 insight bonus on your next skill check
Fertility Control – magically prevent or ensure conception for a day
Ibis' Brilliance – receive a +20 insight bonus on your next Heal check
Rodent's Fecundity – touched Anthro becomes hyper-fertile and if female gives birth to large liters
World of Origin – become aware of homeworld of touched creature

First Level
Mallard's Feathers – waterproof flight feathers provide +4 racial bonus on Fly and Swim checks
Rat Terrier's Pelt – thick fur grants immunity to natural slashing weapons
Quick Cum – forced orgasm *stuns* victim for one round
Sexual Reconfiguration – grant a Battlechanger the ability to enjoy sex with humanoids, a defined gender, and even the ability to create hybrid children for a day
Stunning Orgasm –(target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round

Second Level

Alt-Lock – freeze a Battlechanger in its current mode

Animalistic Dash – multiply your land speed by x10 for one round, and gain Run and Move-By Attack feast during this brief burst of superspeed

Anthro Adaptation – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level

Cobra's Spittle – gain the ability to spit acidic slime that can blind temporarily if it gets in the eyes on a critical hit

Danger Scent – urinate in terror to provide nearby allies with Scent an early warning of danger

Fly's Nimbleness – gain a +4 enhancement bonus to Initiative checks or discharge the spell to automatically succeed at a REF Save

Manitcore's Tail – launch volleys of spikes inflicting 1d8 piercing damage per spike

Mating Perfume – pheromones force a single Anthro to be attracted to the caster, regardless of gender, for the spell's duration

Sex Stink – cloud of pheromones make creatures more vulnerable to sexual effects

Spider's Craftsmanship – gain a +5 competence bonus on Craft checks or an even greater bonus on checks involving ropes, silk or cloth

Third Level

Anthro Adaptation – bestow a single Anthro *Gift of Nature* upon a target for 1 minute/level

Bear's Slumber – the spell's recipient can hibernate for 1 month per point of CON modifier

Comfortable Warren – excavate a living space suitable for rabbit or rodent Anthros

Coral Skin – growth of living coral grants a +3 natural armor bonus and superior aquatic adaptations

Lightning Armor – energy armor provides immunity to electricity, a +4 deflection bonus to AC, and a shocking defense

Stunning Orgasm, Greater – as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels

Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level

Fourth Level

Anthro Adaptation, Superior – as *Anthro Adapation,* but bestow multiple gifts

Foxfire Tail – your tail becomes a whip of flame that inflicts 1d6 fire damage/level with a successful ranged touch attack

Fuelon Armada – create a short lived army of clones from solidified Fuelon energy

M*allard's Feathers, Mass* – as *mallard's feathers* but affecting multiple targets

Medusazoan Tendrils – jellyfish-like tendrils grant a 15 ft reach, inflict 1d8+DEX slashing damage and inject a painful toxin

Overdesign – multiple, random *Gifts of Nature* cripple a targeted Anthro for 1 round/two levels

Rat Terrier's Pelt, Mass – as *rat terrier's pelt,* but affecting multiple targets

Termite's Teeth – gain a bite attack that does extra damage to wooden creatures and allows burrowing through wooden structures

Trans-Furmation – permanently transforms a Humanoid or Monstrous Humanoid into an Anthro

Village of Paper and Saliva – construct a small village resembling an enormous wasp's nest

Fifth Level

Anthro Adaptation, Mass – as Anthro Adaptation, but affects multiple targets

Anthro Awakening – as *awaken,* but transforms a non-magical animal into an Anthro

Forest Home – grant Elves, Anthros and other nature-bonded creatures connected to nature a climb speed within an enchanted section of forest

Fly's Nimbleness, Mass – as *fly's nimbleness,* but affecting multiple targets

Great Downsizing – touched Battlechanger permanently becomes smaller and more humanoid, and gains the Micro-Tech feat and the Techno-Organic gadget

Sixth Level

Coral Skin, Mass – as *Coral Skin,* but affects one target/level

Fangstorm – enormous animal fangs rip through all targets within an a large radius

Seventh Level

Anthro Perfection – as *Superior Anthro Adaptation,* but affecting multiple targets

Warclaw – your natural weapons become +3 magic weapons with an assortment of deadly properties

Eighth Level

Arboreal Pocket – create an other-dimensional glade that promotes healing

Tenth (Epic) Level

Speciate – grant a geographically distinct population the Anthro subtype and new racial abilities, creating a unique new sub-species

INQUISITOR SPELLS

First Level

Know Lusts – know a target's sexual orientation and romantic preferences with a glance

Fifth Level

Burning Justice! – glowing aura radiates positive energy and sunlight, allows you to take 2d20 on attack rolls against evil creatures and when performing skills to save lives

MAGUS SPELLS

First Level

Pursuit of Excellence – use entire ability score rather than modifier on one skill check made within the next round

Quick Cum – forced orgasm *stuns* victim for one round

Rat Terrier's Pelt – thick fur grants immunity to natural slashing weapons

Stunning Orgasm –(target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round

Second Level
Animalistic Dash – multiply your land speed by x10 for one round, and gain Run and Move-By Attack feast during this brief burst of superspeed
Ankylosaur's Maul – grow a hard-hitting mace at the end of your dominant hand
Anthro Adaptation – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level
Cobra's Spittle – gain the ability to spit acidic slime that can blind temporarily if it gets in the eyes on a critical hit
Fly's Nimbleness – gain a +4 enhancement bonus to Initiative checks or discharge the spell to automatically succeed at a REF Save
Racoon's Curiosity – you become a superior thief, rolling 2D20 on Disable Device and taking the best result, or even potentially combining the die rolls if they're too low

Third Level
Foxfire Tail – your tail becomes a whip of flame that inflicts 1d6 fire damage/level with a successful ranged touch attack
Stunning Orgasm, Greater – as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels
Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level

Fourth Level
Anthro Adaptation, Superior – as *Anthro Adaptation,* but bestow multiple gifts
Deadly Pleasures – target suffers steadily increasing Pleasure damage for multiple rounds
Lion's Roar – ear splitting roar inflicts sonic damage and deafens the target, the intensity of which increases as the spell's casting time increases
Mecha Cannonade – eject from your Mecha or Powered Armor, transform yourself into a zipping sphere of plasma, and blast apart your enemies directly!
Orgasm Mine – target suffers 2d4 Pleasure per round, or 3d6 + 1d6 fire/two levels if it resists the pleasure damage
Rat Terrier's Pelt, Mass – as *rat terrier's pelt,* but affecting multiple targets

Fifth Level
Ankylosaur's Maul, Mass – as *ankylosaur's maul,* but affecting multiple targets
Anthro Adaptation, Mass – as *Anthro Adaptation*, but affects multiple targets
Fly's Nimbleness – as *fly's nimbleness,* but affecting multiple targets
Military Flight - fly at up to 500 ft/round for 1 minute/level with amazing maneuverability

PALADIN SPELLS

First Level
Universal Greeting – communicate a message of either peace or war to any creature capable of understanding language with just a simple phrase

Fourth Level
Burning Justice! – glowing aura radiates positive energy and sunlight, allows you to take 2d20 on attack rolls against evil creatures and when performing skills to save lives
Lion's Roar – ear splitting roar inflicts sonic damage and deafens the target, the intensity of which increases as the spell's casting time increases

RANGER SPELLS

First level
Anthro Adaptation – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level
Ibis' Brilliance – receive a +20 insight bonus on your next Heal check
Mallard's Feathers – waterproof flight feathers provide +4 racial bonus on Fly and Swim checks
Mating Perfume – pheromones force a single Anthro to be attracted to the caster, regardless of gender, for the spell's duration
Rat's Savvy – sniff out edible food and easily detect poison by scent or taste
Rat Terrier's Pelt – thick fur grants immunity to natural slashing weapons
Rodent's Fecundity – touched Anthro becomes hyper-fertile and if female gives birth to large liters

Second Level
Ankylosaur's Maul – grow a hard-hitting mace at the end of your dominant hand
Bear's Slumber – the spell's recipient can hibernate for 1 month per point of CON modifier
Comfortable Warren – excavate a living space suitable for rabbit or rodent Anthros
Cobra's Spittle – gain the ability to spit acidic slime that can blind temporarily if it gets in the eyes on a critical hit
Fly's Nimbleness – gain a +4 enhancement bonus to Initiative checks or discharge the spell to automatically succeed at a REF Save
Spider's Craftsmanship – gain a +5 competence bonus on Craft checks or an even greater bonus on checks involving ropes, silk or cloth

Fourth Level
Anthro Adaptation, Superior – as *Anthro Adaptation,* but bestow multiple gifts
Mallard's Feathers, Mass – as *mallard's feathers* but affecting multiple targets
Medusazoan Tendrils – jellyfish-like tendrils grant a 15 ft reach, inflict 1d8+DEX slashing damage and inject a painful toxin
Rat Terrier's Pelt, Mass – as *rat terrier's pelt,* but affecting multiple targets
Termite's Teeth – gain a bite attack that does extra damage to wooden creatures and allows burrowing through wooden structures
Village of Paper and Saliva – construct a small village resembling an enormous wasp's nest

SORCERER/WIZARD SPELLS

Zero Level

Canny Effort – gain a +2 insight bonus on your next skill check
Fertility Control – magically prevent or ensure conception for a day
Rat's Savvy – sniff out edible food and easily detect poison by scent or taste
Rodent's Fecundity – touched Anthro becomes hyper-fertile and if female gives birth to large liters
Sexy Furover – restyle a felinoid's pelt to grant a +1 bonus on sexually oriented Diplomacy checks for a day
Universal Greeting – communicate a message of either peace or war to any creature capable of understanding language with just a simple phrase
World of Origin – become aware of homeworld of touched creature

First Level

Ibis' Brilliance – receive a +20 insight bonus on your next Heal check
Mallard's Feathers – waterproof flight feathers provide +4 racial bonus on Fly and Swim checks
Pursuit of Excellence – use entire ability score rather than modifier on one skill check made within the next round
Quick Cum – forced orgasm *stuns* victim for one round
Rat Terrier's Pelt – thick fur grants immunity to natural slashing weapons
Sex Stink – cloud of pheromones make creatures more vulnerable to sexual effects

Second Level

Alt-Lock – freeze a Battlechanger in its current mode
Animalistic Dash – multiply your land speed by x10 for one round, and gain Run and Move-By Attack feast during this brief burst of superspeed
Ankylosaur's Maul – grow a hard-hitting mace at the end of your dominant hand
Anthro Adaptation – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level
Battle Familiar Blast! – your familiar charges into battle as if hasted and is surrounded by a damaging energy aura that augments its natural weapons
Cobra's Spittle – gain the ability to spit acidic slime that can blind temporarily if it gets in the eyes on a critical hit
Custom Fur-nishings – adapt ordinary technology to accommodate an Anthro's unique anatomy
Fly's Nimbleness – gain a +4 enhancement bonus to Initiative checks or discharge the spell to automatically succeed at a REF Save
Manitcore's Tail – launch volleys of spikes inflicting 1d8 piercing damage per spike
Mating Perfume – pheromones force a single Anthro to be attracted to the caster, regardless of gender, for the spell's duration
Racoon's Curiosity – you become a superior thief, rolling 2D20 on Disable Device and taking the best result, or even potentially combining the die rolls if they're too low
Spider's Craftsmanship – gain a +5 competence bonus on Craft checks or an even greater bonus on checks involving ropes, silk or cloth

Third Level

Fuelon Explosion – inflict 1d6 energy damage on a target robot per point in its Fuelon Reserve
Stunning Orgasm, Greater – as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels
Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level

Fourth Level

Anthro Adaptation, Superior – as *Anthro Adaptation,* but bestow multiple gifts
Break Gestalt – force a Gestalt Battlechanger out of its combined form if it fails a WILL Save
Deadly Pleasures – target suffers steadily increasing Pleasure damage for multiple rounds
Foxfire Tail – your tail becomes a whip of flame that inflicts 1d6 fire damage/level with a successful ranged touch attack
Mallard's Feathers, Mass – as *mallard's feathers* but affecting multiple targets
Medusazoan Tendrils – jellyfish-like tendrils grant a 15 ft reach, inflict 1d8+DEX slashing damage and inject a painful toxin
Orgasm Mine – target suffers 2d4 Pleasure per round, or 3d6 + 1d6 fire/two levels if it resists the pleasure damage
Rat Terrier's Pelt, Mass – as *rat terrier's pelt,* but affecting multiple targets
Termite's Teeth – gain a bite attack that does extra damage to wooden creatures and allows burrowing through wooden structures
Triple Form – grant a Battlechanger triple-changer capabilities for 1 hour/level

Fifth Level

Ankylosaur's Maul, Mass – as *ankylosaur's maul,* but affecting multiple targets
Anthro Adaptation, Mass – as Anthro Adaptation, but affects multiple targets
Fly's Nimbleness – as *fly's nimbleness,* but affecting multiple targets
Motor City Mecha – dramatically increase a touched Battlechanger or Cyborg's size and physical performance; Battlechangers gain a new temporary classic car alt-mode

Sixth Level

Crisis Upgrade – dramatically upgrade touched powered armor for one hour/level
Fuelon Explosion, Greater –either affect multiple targets or target Gestalts with *Fuelon Explosion*

Eighth Level

Surf the Nebula – liquid silver coats the caster's body, rendering him immune to deep space conditions and granting phenomenal in-atmosphere and space flight capability

WITCH SPELLS

Zero Level

Fertility Control – magically prevent or ensure conception for a day

First Level
Know Lusts – know a target's sexual orientation and romantic preferences with a glance
Stunning Orgasm – target suffers 1d6 Pleasure and is stunned for ½ that number of rounds, minimum 1 round

Second Level
Ankylosaur's Maul – grow a hard-hitting mace at the end of your dominant hand
Anthro Adaptation – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level
Battle Familiar Blast! – your familiar charges into battle as if hasted and is surrounded by a damaging energy aura that augments its natural weapons
Mauling Faceplate – your faceplate becomes a torture device that inflicts 1d8+CHA piercing damage and nauseates the target while it is worn

Third Level
Form Dysfunction – trap a Battlechanger between forms, rendering it helpless and highly vulnerable to physical attack
Stunning Orgasm, Greater – as *stunning orgasm, but* inflicts 3d6 Pleasure + 1d6 non-lethal Pleasure per 2/levels
Stunning Orgasm, Mass – as *stunning orgasm*, but affects 1 target/level
Mechamorphic Adaptation – assume another Battlechanger's alt-mode and physical capabilities for one round/level

Fourth Level
Anthro Adaptation, Superior – as *Anthro Adaptation,* but bestow multiple gifts
Deadly Pleasures – target suffers steadily increasing Pleasure damage for multiple rounds
Fuelon Armada – create a short lived army of clones from solidified Fuelon energy
Orgasm Mine – target suffers 2d4 Pleasure per round, or 3d6 + 1d6 fire/two levels if it resists the pleasure damage
Overdesign – multiple, random *Gifts of Nature* cripple a targeted Anthro for 1 round/two levels
Trans-Furmation – permanently transforms a Humanoid or Monstrous Humanoid into an Anthro
Village of Paper and Saliva – construct a small village resembling an enormous wasp's nest

Fifth Level
Ankylosaur's Maul, Mass – as *ankylosaur's maul,* but affecting multiple targets
Anthro Adaptation, Mass – as Anthro Adaptation, but affects multiple targets
Awaken Ancient Troll – transform a huge stone or menwhir into a troll that serves you loyally for 1 round/level
Fly's Nimbleness, Mass – as *fly's nimbleness,* but affecting multiple targets

Seventh Level
Anthro Perfection – as *Superior Anthro Adaptation,* but affecting multiple targets

NEW SPELLS

ALL DOGS GO TO HEAVEN

School abjuration (good) **Level** cleric 9
Casting Time one full round action
Components V, S, DF, F (holy artifacts, prayer beads, scripture or other holy items worth 500 gp), racial (caster must be a canine or lupine Anthro or similar creature)
Range medium (100 ft + 10 ft/level)
Area a 60 ft burst
Duration instant
Saving Throw none **Spell Resistance** no
This spell is one of the most powerful miracles an Anthro cleric can perform, a radical act of forgiveness and mercy that can break the bonds holding even the unworthiest canine souls to this world, or to the depths of Hell.

When this spell is cast, the soul of any slain Anthros within the spell's area are freed of any effect that would bind or imprison those souls (such as *trap the soul,* a soul jar, or similar effects), if the cleric succeeds at a caster level check against the binding effect. The cleric receives a +10 bonus on this check as a result of this spell's great power. In addition, this spell acts as an *atonement* for any soul that requires it. All Dogs Go To Heaven can affect souls which have been dead up to one year per caster level, provided that the spell's area includes the soul's corpse, place of death, or burial place. This spell frees souls from punishment in Hell or similar abyssal or infernal planes.

Dead souls freed by this powerful spell are allowed to pass into either Celestia or Nirvana, at the caster's option at the time of casting. The caster can even designate a number of souls, who must have any good alignment as 'honorary dogs' for the purpose of this spell's effects equal to his or her WIS modifier.

ALT-LOCK

School transmutation **Level** cleric 2, druid 2, sorc/wiz 2
Casting Time one standard action
Components V, S, Racial (Battlechanger)
Range medium (100 ft + 10 ft/level)
Duration 1 round/level (D)
Saving Throw FORT negates **Spell Resistance** Yes
Glowing golden security bolts lock a Battlechanger into its current mode. The target cannot change modes while bound with *alt-lock,* but gets a new FORT Save each round to end the effect.

ANIMALISTIC DASH

School transmutation **Level** alchemist 2, druid 2, magus 2, sorc/wiz 2
Casting Time one swift action
Components V, S, racial (caster must be an Anthro, True Beast or other animalistic creature)
Range personal
Duration one round
Saving Throw none **Spell Resistance** no
When you cast this spell, lightning crackles around your muscles and you gain a brief burst of blinding, nearly supersonic speed.

When you cast this spell, you must drop prone and run on all fours. You drop anything held in hand and while running on all fours, your base land speed increases by x10. A caster with a base land speed of 30 ft gains a speed of 300 ft for one round. For the spell's duration, you are treated as possessing the Run and Move-By Attack feats, and never provoke attacks of opportunity from movement. You end your movement prone.

Special: If cast by a quadrupedal creature (such as a True Beast), or a creature with a quadrupedal lower half (such as a Centuar or Drider) you do not need to drop prone, and do not end your movement prone.

Special: You can only cast this spell while wearing Light or Medium armor and carrying less than Medium encumbrance. If cast while wearing heavy armor or heavily encumbered, the spell simply fails.

ANKYLOSAUR'S MAUL

School transmutation **Level** cleric 2, druid 2, magus 2, ranger 2, sorc/wiz 2, witch 2
Casting Time 1 standard action
Component V, S, M (fossilized bone or fresh dung from an ankylosaur)
Range touch
Duration 1 minute/level (D)
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes
This spell imbues the recipient with the fierce striking power of an ankylosaur's tail. When this spell is cast, the recipient's dominant hand and arm swell to monstrous proportions and are sheathed in dingy grey-brown scales. The recipient's dominant hand transforms into a massive, knobby bone sphere, larger than a grown man's torso. The spell's recipient cannot use this hand nor hold any thing in it while so transformed.

The Ankylosaur's Maul inflicts 2d8 + double the recipient's STR modifier in bludgeoning damage (19-20/x2). It is considered a magic weapon for the purpose of overcoming Damage Reduction. The Ankylosaur's Maul cannot be sundered or disarmed, and is considered a natural weapon.

ANKYLOSAUR'S MAUL, MASS

School transmutation **Level** cleric 5, druid 5, sorc/wiz 5, witch 5
Range close (25 ft + 5 ft/two levels)
This spell functions like *ankylosaur's maul,* save that it affects one target per caster level, no two of which can be more than 5 ft apart.

ANTHRO ADAPTATION

School transmutation **Level** alchemist 2, cleric 2, druid 2, magus 2, ranger 1, sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S, M (fur, scales or feathers from an Anthro, given willingly)
Range touch
Duration one minute/level (D)
Saving Throw WILL negates (harmless) **Spell Resistance** Yes (harmless)
This highly versatile spell allows non-Anthros to experience the infinite diversity and adaptability of the Anthro species. When this spell is cast, the caster chooses a single Gift of Nature that has no prerequisites; the recipient gains this Gift of Nature for the spell's duration.

The recipient's features change dramatically, hinting at the Gift of Nature bestowed. For instance, a character imbued with the Lightfingered gift would display mask like raccoon markings over their eyes, or a character given a bite attack would grow a muzzle and elongated fangs.

ANTHRO ADAPTATION, MASS

School transmutation **Level** alchemist 5, cleric 5, druid 5, magus 5, sorc/wiz 5, witch 5
Range close (25 ft + 5 ft/level)
This spell functions identically to *Anthro Adaptation,* save that it affects one creature per caster level, no two of which can be more than 5 ft apart.

ANTHRO ADAPTATION, SUPERIOR

School transmutation **Level** alchemist 4, cleric 4, druid 4, magus 4, ranger 4, sorc/wiz 4, witch 4
This spell functions identically to *Anthro Adaptation*, save that the caster can either designate a Gift of Nature that counts as two gifts, or bestow two Gifts of Nature upon the recipient. If this meets the requirement of an advanced Gift of Nature, the caster can bestow a Gift of Nature that has another gift as its prerequisite.

ANTHRO AWAKENING

School transmutation **Level** druid 5
Casting Time 24 hours
Components V, S, M (herbs and oils worth 2,000 gp/DC 20)
Range touch
Duration instant
Saving Throw WILL Negates **Spell Resistance** Yes
Anthro Awakening is a primeval spell that functions identically to *awaken* with the following caveats. The spell can only be cast upon an animal, as unlike *awaken* it does not affect plants. The *awakened* creature gains sentience normally, gaining INT 3d6, and +1d3 CHA. The creature's type than changes to humanoid with the Anthro subtype and is rebuilt as an Anthro character with a single heroic class level of the caster's choice.

The spellcaster chooses the awakened Anthro's new powers, which typically (but not always) are extrapolations of the animal's natural gifts.

ANTHRO PERFECTION

School transmutation **Level** cleric 7, druid 7, sorc/wiz 7, witch 7
Range medium (100 ft + 10 ft/level)
This spell functions as *Superior Anthro Adaptation*, save that it affects one target/level, no two of which can be more than 5 ft apart.

ARBOREAL POCKET

School conjuration (creation); **Level** druid 8
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Effect extradimensional natural paradise, up to three 10-ft. cubes/level (S)
Duration 2 hours/level (D)
Saving Throw none **Spell Resistance** no
You conjure an extradimensional space with a single entrance that only you can see, on the plane on which the spell was cast. The entry looks like a hanging, shimmering curtain of vines and leaves, 4 feet wide and 8 feet high.

Only you and those you designate can enter the space. You can open and close the portal from your side at will, allowing more creatures to pass within at any time during the duration of the spell. Once observers have passed through the curtain of vines, they enter a natural paradise, lush with trees, fresh water, and assorted vegetation. The temperature is always pleasantly warm, regardless of outside conditions. The air is clean. No impurities, even from the plane on which you cast the spell, can pass through the entrance.

Since the extradimensional space can be entered only through its special portal, outside conditions do not affect the space, nor do conditions inside it pass to the plane beyond. You can choose any type of vegetation or natural setting for your paradise, and you can shape it as you desire to the limit of the spell's effect. The space always has limitless fresh water in some form, and plenty of fresh fruit and vegetables.

Those who spend a night in the *arboreal pocket* regain lost hit points as if having gained a full day's bed rest. In addition, all who consume the food provided by the *pocket* gain the benefits of a *heroes' feast* spell. The feast can feed up to fifteen people.

BEAR'S SLUMBER

School abjuration **Level** alchemist 2, cleric 3, druid 2, ranger 2
Casting Time One hour
Component V, S, M (bear fat painted on the recipient's breast)
Range touch
Duration One month per point of the recipient's CON modifier
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes
When this spell is cast, the recipient enters a deep, hibernation trance. Bodily processes slow to a crawl, allowing the spell's recipient to safely slumber for up to one month per point of her CON modifier (minimum 1 month). While in the hibernation trance, the recipient needs no food or water and only about 10% of the atmosphere normally required of a creature of her size and type. During the hibernation trance, afflictions such as spells, curses and poisons do not harm the creature, though their durations continue to expire.

The spell's recipient will sleep until the spell's maximum duration ends or until she suffers 5 points of damage while sleeping. If awakened before the maximum duration, the character is considered *stunned* for one hour after awakening.

BREAK GESTALT

School enchantment (mind-affecting) **Level** bard 2, magus 2, sorc/wiz 4, witch 4
Casting Time one standard action
Components V, S, racial (Battlechanger)
Range long (400 ft + 40 ft/level)
Duration instant
Saving Throw WILL negates **Spell Resistance** Yes
This spell wraps a powerful Gestalt Battlechanger in twisting, lashing coils of energized, lime-green plasma. If the Gestalt fails its WILL Save against the effect, it is forced out of its combined form and cannot reform as the Gestalt for at least one minute. Members of the combiner team appear in the nearest open space to the space occupied by the Gestalt.

BURNING JUSTICE!

School evocation (fire, good) **Level** paladin 4, inquisitor 5
Casting Time one standard action
Components V, S, F
Range personal
Duration one round/four levels
Saving Throw None **Spell Resistance** No
A swirling corona of golden flames erupts around you, and your skin, hair and eyes blaze with sunlight and plasma. A surge of energy rushes through you, increasing your boldness and capacity for heroism.

For the spell's duration, you are surrounded with a 5 ft aura of positive energy, which generates +1d4 points of positive energy damage per round (which heals many living creatures). This aura generates bright illumination in a 30 ft radius, which counts as natural sunlight.

For the spell's duration, when making attack rolls against any creature with the evil subtype, you roll 2d20 and take the better of the two rolls. If performing a skill that would directly result in saving an intelligent life (such as a Heal check to stabilize a dying man, or an Acrobatics check to cross a burning room to rescue a trapped victim) you roll 2d20 and take the better of the two rolls.

CANNY EFFORT

School divination;
Level bard 0, cleric 0, druid 0, sorc/wiz 0
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration see text
Your next single skill check (if it is made before the end of the next round) gains a +2 insight bonus.

CEREMONY OF REMOLDING

School conjuration (creation) **Level** alchemist 6
Casting Time 24 hours
Components V, S, M (Fuelon crystals, rare ores and a pre-built robotic endoskeleton worth collectively 60,000 gp), Racial (Battlechanger)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
Many Battlechangers share standardized body types, physically distinguished only by their cranial armor and decoration and their unique color schemes and external

weapons. This sacred spell allows Battlechangers to reproduce in a new way, by imitating the form and abilities of an existing Battlechanger, who serves as a 'prototype' for the spell. The prototype must be present for the entire casting ritual and must be willing to participate; no form of magical or mundane compulsion can force participation in this ritual.

At the end of the ritual, the components and robotic endoskeleton component form into a new Battlechanger lifeform. Aside from minor cosmetic details, the new Battlechanger is physically identical to the prototype. The new Battlechanger has identical physical ability scores to the prototype, but acquires new mental ability scores in the manner appropriate to the campaign; the Battlechanger is a first level character with an alignment within one step of the caster. The new Battlechanger has the same alt-mode (s) as the prototype, as well as any racially specific feats or traits that reference physical anatomy (such as the Off Road Tires trait or the Ground Walk feat, for instance). If the original had the Circuit Chalice feat or related feats, the new Battlechanger specifically does not gain these feats.

COMFORTABLE WARREN

School transmutation (earth)
Level cleric 3, druid 3, ranger 3
Casting Time one hour
Components V, S, M (fur or blood, willingly given by the Anthros planning live in the warren), F (any reinforcement or construction materials to be used in the construction), racial (caster must be a rodent or lapine Anthro or similar creature)
Range touch
Duration instant
Saving Throw none (object) **Spell Resistance** no (object)
This relatively humble spell is a favorite of rabbit and rodent Anthro casters, quickly carving out comfortable, subterranean warrens that will accommodate huge families of happy Anthros. When this spell is cast, it excavates a series of linked subterranean chambers from unworked earth. The caster can construct one 10 ft cubic chamber per caster level (to a maximum of ten chambers), the style and placement of which the caster can choose at the moment of casting. Even if these casters are packed, unworked or earth, they are fairly stable, and if designed in this manner, this spell requires no additional material focus.

If the caster wishes to reinforce the warren created with traditional building materials, such as wooden beams or stone work, or other architectural touches, the necessary raw materials are considered an additional material focus. The caster receive as a bonus on any Craft (structural) checks to create especially complex structures equal to their caster level.

Special: Due to their affinity for subterranean homes, Gnomes and Halflings (and similar creatures) can also cast this spell, as if they were Anthros.

COBRA'S SPITTLE

School transmutation **Level** alchemist 2, cleric 2, druid 2, magus 2, ranger 2, sorc/wiz 2
Casting Time 1 standard action
Component V, S, M (a tiny vial of diluted cobra venom, worth 5 gp)
Range touch
Duration 1 round/level (D)
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes
Greenish saliva drips from the lips and temporarily forked tongue of a creature transmuted by this spell. Once per round while this spell is active, the recipient gains the ability to spit a bonus of cobra's venom as a ranged touch attack with a maximum range of 30 ft and no range increment.

A creature struck by the spittle suffers 1d6 points of acid damage + 1 point per two caster levels (maximum 1d6+10 acid). This acid damage is added to the creature's natural bite attack, if present.

On a natural 19-20, the acidic venom is spit directly into the target's eyes, causing blindness for 1d6 rounds in addition the acid damage. This secondary aspect of the spell is useless against creatures immune to either acid or poison, creatures without eyes, or creatures whose eyes are completely protected, such as by goggles, a full helmet or thick blindfold.

CORAL SKIN

School abjuration **Level** alchemist 3, cleric 3, druid 3
Casting Time One standard action
Components V, S, M (a piece of coral)
Range touch
Duration one minute/level (D)
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes
When this spell is cast, the recipient's skin is sheathed in a thin, nearly airtight growth of colorful brain coral.

This coral sheath provides the wearer with a +3 natural armor bonus to Armor Class. While the spell is active, the recipient gains the Amphibious special quality and a Swim speed equal to his base landspeed, or improves an existing Swim speed by +10 ft. This spell provides the recipient with a +4 bonus on Stealth checks in aquatic environments.

CORAL SKIN, MASS

School abjuration **Level** alchemist 6, cleric 6, druid 6
Casting Time One standard action
Range close (25 ft + 5 ft/level)
This spell functions identically to *coral skin,* save that it affects one target/caster level, no two of which can be more than 5 ft apart.

COSMETIC ALT-MODIFICATIONS

School transmutation **Level** alchemist 1
Casting Time one minute
Components V, S, racial (Battlechanger)
Range touch
Duration instant
Saving Throw FORT negates (harmless) **Spell Resistance** Yes (harmless)
This spell is prized by fashion conscious Battlechangers, as it allows them to make dramatic changes to their alt-mode and robot form detailing without the necessity of a full systems rebuild. This spell allows the touched Battlechanger to alter cosmetic details of its alt-mode and robot form, such as coloration, vehicle styling, decorative elements and the like.

CRISIS UPGRADE

School transmutation (electricity, metal) **Level** sorc/wiz 6
Casting Time one standard action
Components V, S, F (suit of powered armor, grade I or better)
Range touch
Duration one hour/level
Saving Throw FORT negates (harmless) **Spell Resistance** Yes (harmless)
Simply by touching a suit of powered armor, you dramatically increase its technology level, radically upgrading the machine. The armor's hull takes a gleaming, metallic hue reflective of the wearer's personality.
With each casting of this spell, you may make a single upgrade to the affected powered armor.

- Upgrade its Grade (from Grade II to Grade III, for example)
- Add a Flight speed of 300 ft (average)
- Upgrade an existing Flight speed by +100 ft and one maneuverability category
- Increase the powered armor's AC bonus to +12 and decrease arcane spell failure chance to 20%
- Upgrade the suit's sensor suite to grant Blindsense 500 ft, Darkvision 500 ft, and upgrade its onboard computer to +5

This spell will enhance temporary or magically conjured powered armor, such as those created with the various *call powered armor* spells.

CUSTOM FUR-NISHINGS

School transmutation **Level** sorcerer/wizard 2
Casting Time one minute
Component V, S, M (a bit of fur or feathers from the beneficiary of the spell)
Range all furnishings in a single room no more than 30 x 30 ft
Duration instant
Saving Throw FORT negates (object) **Spell Resistance** No
For Anthros with a distinctly nonhuman shape, finding bedding, chairs, tables and other furnishings can be an impossible task. Human craftsmen just don't understand that a tail makes sitting normally just about impossible! This spell changes that.

This spell transforms all non-magical furniture, bedding and other household articles within range to accommodate the need and physiology of a single Anthro, chosen when this spell is cast. Furniture changes style and appearance to correspond to the designated Anthro's needs, including changing size by as much as one category if necessary. The caster designates which Anthro's definition of comfort defines the new appearance of the furniture at the moment of casting and may cast this spell to benefit him/herself or another Anthro.

DANGER SCENT

School conjuration (creation, *skatto*, water) **Level** alchemist 1, bard 2, druid 2
Casting Time one immediate action
Components V, S, M (the caster's urine)
Range personal
Effect a 60 ft burst, centered on the caster
Duration instant
Saving Throw None **Spell Resistance** No
A quick splash of fear-piss can provide just enough of a warning to keen-nosed allies to save their lives.

When you cast this spell, all allies with the Scent quality who are within a 60 ft burst gain a +4 circumstance bonus on Initiative checks for one round, and during a suprize round, are not considered flat-footed, and thus retain their DEX bonus to AC.

DEADLY PLEASURES

School evocation (Pleasure) **Level** magus 4, sorc/wiz 4, witch 4
Casting Time 1 standard action
Components V, S
Range medium (100 ft plus 10 ft / level)
Duration 1 round / 2 levels (see text)
Saving Throw WILL Partial (Pleasure damage rules, see text) **Spell Resistance** Yes
You tempt your victim with a cascading rush of pleasure,

that increases by the second until their entire nervous system collapses from sensory overload.

On the first round of the spell, the victim suffers 1d4 points of Pleasure damage; if the damage roll is a 3-4, on the next round, the victim suffers 1d6 points of Pleasure damage. On each succeeding round of the spell, the victim suffers a larger die of Pleasure damage if the previous round's damage dice result was in the higher half of the die. If the previous round's damage dice was in the lower half of the die, the next round's die size decreases by one step. If the target successfully saves against Pleasure damage, the effects of the spell end.

Deadly Pleasures' dice progress in the following order. Dice size cannot be smaller than D4 nor larger than D20. Dice progression: D4, D6, D8, D10, D12, D20.

DIVERSITY OF FORM

School transmutation **Level** alchemist 2
Casting Time one minute
Components V, S, M (a tiny vial of blood taken from a living Anthro), racial (caster must have the Anthro subtype)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
Anthros come in an almost diversity of shapes and phenotypes- even Anthros uplifted from the same animal species might display radically different anatomies. With this spell, you transform the body of a willing Anthro, permanently changing the Anthro's appearance.

Diversity of Form makes relatively minor changes to the Anthro's shape and anatomy, but the subject is still recognizable as the same creature, simply altered in ways both subtle and radical. None of the changes produced by this spell have any gameplay effect. Each casting of the spell allows the caster to make one change; 10th level and greater casters can produce two changes.
Example changes a caster might impose include:

- Alter the texture, coloration or pattern of an Anthro's pelt
- Alter the shape and configuration of horns, crests, antlers, beaks, or other display appendages.
- Alter the feet from human-like to digitigrade or vice versa.
- Alter the breast structure from human like mammae to multiple small breasts running down the milkline, or vice versa.
- Alter the shape or length of ears, tail, mane, ect.

FANGSTORM

School conjuration (creation) **Level** druid 6
Casting Time 1 standard action
Components V, S, M (a carnivore's fang)
Range close (25 ft. + 5 ft./2 levels)
Area cylinder (20-ft.-radius, 40 ft. high)
Duration Instantaneous/5 rounds
Saving Throw REF partial; **Spell Resistance** yes
Enormous animal fangs – each larger than tree trunks – rip through the area, dealing 1d6 points of slashing and piercing damage per two caster levels (maximum 10d6) to every creature within the area. In addition, creatures damaged by the fangs suffer ongoing Bleed 1d6 for five rounds.

Creatures with DR 5 or greater, not overcome by piercing or slashing damage are immune to this spell. A successful REF Save halves the damage inflicted and negates the ongoing Bleed damage.

FERTILITY CONTROL

School conjuration (healing) **Level** Alchemist 1, Bard 0, Cleric 0, Druid 0, Sorc/Wiz 0, Witch 0
Casting Time one standard action
Components V, S
Range personal
Duration 24 hours (D)
Saving Throw None **Spell Resistance** No
With this minor spell, you can control your fertility to a degree that modern pharmaceuticals cannot match. When this spell is cast, you choose if you will be completely infertile or hyper-fertile for the duration of the effect. If you choose to become hyper-fertile, your chance of conception or impregnating a woman during the spell's effect increases to well beyond 60%.

This minor spell is designed to prevent or ensure pregnancy when bedding mortal humanoids, and has no effect on your fertility if you have intercourse with a more exotic supernatural creature, or someone who is artificially controlling their fertility through more potent magical or high-tech means.

FLY'S NIMBLENESS

School transmutation **Level** alchemist 2, druid 2, magus 2, ranger 2, sorc/wiz 2, witch 2
Casting Time 1 standard action
Component V, S, M (a tiny vial or bag of crushed flies' wings)
Range touch
Duration 1 minute/level (D)
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes
For the duration of the spell, the recipient becomes superhumanly nimble, able to respond to danger with uncanny speed. Tiny, bristly hair covers the recipient's

body, and their eyes take on a faint, iridescent sheen.

For the duration of the spell, the recipient receives a +4 enhancement bonus to Initiative. In addition, while the spell is in effect, the recipient can choose to automatically succeed at any one REF Save up to DC 50, rather than rolling dice. Using this ability immediately discharges the spell.

FLY'S NIMBLENESS, MASS

School transmutation **Level** alchemist 5, druid 5, magus 5, sorc/wiz 5, witch 5
Range touch
Duration 1 minute/level (D)
This spell functions like *fly's nimbleness,* save that it affects one target per caster level, no two of which can be more than 5 ft apart.

FORCED TRANSFORMATION

School transmutation **Level** bard 2, magus 2, sorc/wiz 3
Casting Time one standard action
Components V, S, racial (Battlechanger)
Range medium (100 ft + 10 ft/level)
Effect 60 ft spherical radius
Duration instant
Saving Throw FORT negates **Spell Resistance** Yes
The caster tosses an orb of golden solar fire that erupts into a storm of burning light. All Battlechangers caught in this flash of light are forced into transformation, bursting out of their disguises

All Battlechangers capable of transformation within a 60 ft spherical burst of the spell's point of origin who fail a FORT Save transform into their opposite alternate mode as an immediate action, without requiring the expenditure of additional Fuelon to transform swiftly. Fuelon must be spent upon *mass shifting* normally, if it applies. If Battlechangers within the area of effect have more than one alt-mode, they transform into their robot form if not already in that mode.

FOREST HOME

School transmutation; **Level** druid 5
Casting Time 1 minute
Components V, S, M (tiny silver leaf)
Range close (25 ft. + 5 ft./2 levels)
Area 40-ft./level-radius emanation
Duration 1 day/level
Saving Throw none **Spell Resistance** no
You harness the power of the woodlands, attuning it to the presence of elves, Anthros and others strongly eco-connected creatures. Areas enchanted by this spell bear subtle signs and glyphs that form naturally within burls of wood, bark and leaves that hint at the magic worked there. While in the spell's area, all elves, gnomes, fey, creatures with the Anthro subtype, and animals gain a climb speed of 20 feet, and their base land speed increases by 10 feet.

Creatures that already have a climb speed use the new speed or their original climb speed plus 10 feet, whichever is greater.

FORM DYSFUNCTION

School enchantment (mind-affecting) **Level** witch 3
Casting Time one standard action
Components V, S, racial (Battlechanger)
Range close (25 ft + 5 ft/level)
Duration one round/level (D)
Saving Throw WILL negates **Spell Resistance** Yes
Your dark thoughts force a Battlechanger to transform, and mid-way through the process to forget how, leaving them a helpless pile of partially disassembled machine components.

During this time, the affected Battlechanger is considered *helpless* and because their internal components are completely exposed, during this time the Battlechanger target's natural armor and equipment/shield bonuses to AC are set to +0. In addition, if the target Battlechanger possesses any grade of *fortification*, it is suppressed for the spell's duration. The target Battlechanger can make a new saving throw each round to end the effect. This spell has no effect if cast on a non-Battlechanger, nor upon a Battlechanger without an alt-mode.

FOXFIRE TAIL

School evocation (fire) **Level** druid 4, magus 3, sorc/wizard 4
Casting Time 1 standard action
Component V, S, M (a pinch of sulfur)
Range touch
Duration 1 minute/level
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes
Invented by proud vulpine sorcerers, this spell transforms an Anthro's flesh and blood tail into a fabulous creation of blazing, sun-bright plasma. This energized tail grows to impressive length, up to 5 ft long per 2 caster levels.

The spell's recipient can use this impressive tail to make ranged touch attacks with reach up to the tail's length. On a successful hit, the tail slap inflicts 1d6 points of fire damage per caster level (10d6 maximum). On a critical hit, the target is also *blinded* for one round. The Foxfire Tail sheds bright illumination along its length, and while the spell is active, provides a +5 bonus on REF Saves against fire effects, whether magical or mundane. An especially nimble fox might use his fiery tail as a kind of flaming shield, blunting the effects of dragon's flame.

This spell can only be cast to benefit a creature with an existing, natural tail. If cast on a creature without a tail, the spell simply fails.

FUELON ARMADA

School conjuration (creation) **Level** druid 4, witch 4
Casting Time one standard action
Components V, S
Range personal; close (25 ft + 5 ft/level)
Duration 1 round/level (D)
Saving Throw None **Spell Resistance** No
By emitting dark lightning from your hands, eyes or alt-mode components, you generate a short-lived army of energy clones comprised of rarified Fuelon. The duplicates in your armada are exact physical copies of yourself in your alt-mode, save they only have a single Hit Point, and cannot transform, nor use any Special Weapons or other powers not available to you in your alt-mode. Fuelon duplicates cannot be healed by any means, and are immune to mind-affecting abilities, being essentially mindless.

You command your fuelon armada as a group as a move-equivalent mental action each round, issuing basically the same command to the entire group. For example, you can order the entire group to travel to a specific place, or to attack (though individuals may attack individual targets), or perform similar tasks. If your fuelon armada uses an ability that both requires Fuelon and is usable in alt-mode, you only pay the Fuelon cost once, regardless of how many duplicates remain in your fuelon armada.

You summon one duplicate per caster level (maximum 20). Each round your armada remains in existence, regardless of how many members this group has, you pay one Fuelon to maintain the armada. Your armada can move up to the listed range from you- fuelon duplicates that move beyond this limit wink out and are destroyed.

FUELON CHARGE

School evocation **Level** cleric 2
Casting Time one standard action
Components V, S, Racial (Battlechanger)
Range touch
Duration instant
Saving Throw WILL negates (harmless) **Spell Resistance** Yes (harmless)
A touch from a robotic hand restores a Battlechanger's exhausted Fuelon supply. Your touch restores 1 point of Fuelon plus 1 point for every two character levels (maximum 10 Fuelon). This spell has no effect if cast upon a non-Battlechanger.

FUELON CHARGE, LESSER

School evocation **Level** cleric 1
This spell functions identically to *Fuelon Charge*, save that only functions on a Battlechanger reduced to 0 Fuelon, and only restores a single point of Fuelon.

FUELON CHARGE, MASS

School evocation **Level** cleric 5
Range close (25 ft + 5 ft/level)
This spell functions identically to *Fuelon Charge*, save that it affects one Battlechanger per level, no two of which can be more than 30 ft apart.

FUELON EXPLOSION

School evocation **Level** alchemist 3, sorc/wiz 3
Casting Time one standard action
Components V, S, racial (Battlechanger)
Range medium (100 ft + 10 ft/level)
Duration instant
Saving Throw FORT half **Spell Resistance** Yes
You cause the Fuelon within a Battlechanger's systems to reach critical mass, potentially destroying the robot from within! The target Battlechanger suffers 1d6 points of energy damage per point of Fuelon in its Fuelon Reserve (maximum 15d6); after the explosion, the robot, if it survives is left with only a single point of Fuelon in its reserve. This spell is not subject to any specific energy resistance or immunity. This spell cannot affect Gestalts, nor does it have any effect if cast on a non-Battlechanger.

FUELON EXPLOSION, GREATER

School evocation **Level** alchemist 6, sorc/wiz 6
This spell functions as *Fuelon Explosion,* save that the spellcaster can cast it in one of two modes. In the first mode, the *Greater Fuelon Explosion* may affect a number of targets equal to the caster's level, no two of which can be more than 30 ft apart. In the second mode, this spell gains the ability to affect Gestalts, in which case there is no cap on the damage inflicted.

FUNCTION REFORMATTING

School transmutation **Level** alchemist 6
Casting Time one hour
Components V, S, racial (Battlechanger), M (Fuelon crystals and radioactives worth at least 10,000 gp)
Range touch
Duration instant
Saving Throw FORT Negates **Spell Resistance** Yes
This lengthy ritual is viewed with religious reverence by Battlechangers, as it fundamentally alters the form and function of a willing Battlechanger. Once the ritual is complete, the Battlechanger subject loses its original alt-mode and gains a new one of its choosing. The robot's form

changes dramatically to reflect its new capabilities, but is still somewhat recognizable as the same creature.

If the subject has feats or traits restricted to a particular alt-mode it no longer possesses, the subject loses those abilities. The subject Battlechanger may choose new feats and traits it does qualify for. If the subject is a Triple- or Multi-Changer, it may alter some or all of its modes with this spell, at its option.

GESTALT OATH

School transmutation (lawful) **Level** cleric 4
Casting Time one hour
Components V, S, DF, M (circuit components and Technysian bio-machines worth 1,000 gp/DC 18)
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw None **Spell Resistance** No
During this ritual, a group of willing Battlechangers, all of whom must be within one alignment step of each other as well as the spellcaster, speak a sacred oath that defines their purpose as a new combiner team. The spellcaster may choose to become part of the combiner team during the spell's casting, or not. The spellcaster can affect up to six willing Battlechangers with a single casting of this spell. During the ritual, the individual participants must decide upon a combined form, the emergent personality of the gestalt, their team's purpose, name and motto.

When the ritual is complete, new bio-mechanical organs grow within the Battlechanger participants, granting each the *Combiner Component* system, as well as one Combination-related trait of their choice. While all participants gain the Combiner Component, individual participants can choose which trait they gain.

GREAT DOWNSIZING

School transmutation **Level** druid 5
Casting Time one minute
Components V, S, M (completely mapped genome of an organic species, worth 5,000 gp), DF
Range touch
Duration instant
Saving Throw FORT negates **Spell Resistance** Yes
This spell makes Battlechangers more like the organic, humanoid races that dominate the galaxy. Many Freegear techno-druids believe that all members of their race should undergo this evolutionary transformation, to make the race as a whole more fuel-efficient, and somewhat more humble.

When this short ritual ends, the target Battlechanger's robot mode size is reduced by one step (Large to Medium, for example) and their proportions become more human-like. The Battlechanger gains the Micro-Tech feat and the Techno-Organic racial trait.

GOD FORM

School transmutation **Level** cleric 8
Casting Time V, S, DF
Components one standard action
Range touch
Duration 1 round/level
Saving Throw None **Spell Resistance** Yes
This powerful spell creates a direct channel between the target and the invoked god or goddess. A surge of divine energy transfigures the recipient, changing their features to better match the common 22nd Century conception of the invoked deity, while still remaining somewhat recognizable as the original creature.

The target gains a +4 enhancement bonus to two ability scores of choice; this choice should reflect the strengths of the deity chosen, as well as a +2 enhancement bonus to all other ability scores. The target also receives a +4 holy bonus to Armor class, and Damage Reduction 10/adamantine. While the spell is active, the target receives a +10 holy bonus on Bluff, Diplomacy and Intimidate checks made against characters who worship the invoked god.

For the spell's duration the target is treated as being an *Outsider,* for determining what spells and effects can affect her. If successfully *banished,* the spell immediately ends and the spell's recipient returns to normal.

The target's alignment must be the same as the invoked deity, or he suffers 3d6 damage per alignment step away from the deity's. There is no saving throw against this divine shock.

Once the effect of the *God Form* wears off, the target must make a DC 23 FORT save or become *exhausted*.

HARDLIGHT AVATAR

School illusion (figment) **Level** bard 2
Casting Time one standard action
Components V, S, racial (Battlechanger)
Range personal; 1 mile plus ½ mile per level
Duration 1 hour/level (D)
Saving Throw None **Spell Resistance** No
You can project a semi-solid hologram resembling a Medium sized biped of any species of your choosing. This avatar's appearance reflects your Battlechanger form, typically wearing clothing with similar colors and patterns to your hull deco, and having features indicative of your personality.

You can experience visual and auditory sensations through your Hardlight Avatar, as well as touch objects (though touch is muted in this form), and this avatar can range up to the listed maximum range from your Battlechanger form. While perceiving through your avatar, your true form is helpless and effectively unconscious.

Your avatar is a Medium creature, with 10 in STR, CON and DEX and effectively a +0 saving throw modifier on all saves. It has your mental ability scores and can perform skills at your rank, subject to the limits of its ability scores. The avatar shares your sensory capabilities, including your Darkvision and ability to perceive electronic signals. The spell immediately ends if either you or the avatar takes damage, or if the avatar makes a successful attack.

©Eric lofgren

IBIS' BRILLIANCE

School transmutation
Level alchemist 1, cleric 0, druid 0, ranger 1, sorc/wiz 1
Casting Time 1 standard action
Component V, S, M (an ibis feather)
Range touch
Duration 1 minute/level or until discharged
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes

The ancient Egyptians believed that the ibis, in the guise of the bird-headed god Thoth, was the father of medicine. With this spell, you summon some of that brilliance and healing instinct into yourself. Your eyes become those of an ibis- wide, kind, and dark -for the duration of this spell.

When this spell is cast, you receive a +20 insight bonus on the next Heal check you make before the spell's duration ends. Once you make the Heal check, this spell ends.

KNOW LUSTS

School divination
Level bard 1, cleric 1, inquisitor 1, witch 1
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft / 2 levels)
Duration one round
Saving Throw WILL negates **Spell Resistance** Yes

You perceive the target of this spell as being bathed in a colorful aura, by deciphering the aura's colors and tones you gain information about that person's sexuality.

When this spell is cast, you discover the target's sexual orientation, its preferred type of lover (species, race, gender, hair and eye color, other cosmetic traits that are preferred) and if the creature has any paraphillias or fetishes, and if so, what they are.

This spell has no effect if cast on non-sentient creatures, asexual creatures, nor upon creatures who reproduce in a dramatically different manner than ordinary humanoids, regardless of their sentience.

LION'S ROAR

School evocation (sonic) **Level** cleric 5, magus 4, paladin 4
Casting Time see text
Components S, racial (feline Anthro)
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw FORT partial (see text) **Spell Resistance** Yes

Only Anthros of feline descent can cast this magic, and when this spell is cast, even the meekest house-cat suddenly taps into the ancestral power of the great cats, unleashing a roar that can be heard for miles.

The caster determines the spell's casting time, and the *lion's roar* has greater and more impressive effects the longer the casting time. Any version of the spell can be heard easily at a distance of several miles, though its effects are limited to the spell's range.

If cast as a swift action, the *lion's roar* affects a single target within range, who suffers 1d6 points of sonic damage and must succeed at a FORT Save or be *deafened* for one round.

If *lion's roar* is cast as a standard action, all creatures within a spherical burst equal to the spell's range suffer 2d6+1 point per two caster levels (maximum 2d6+5) sonic damage, and must succeed at a FORT Save or be *deafened* for one minute.

If cast as a full round action, the lion's roar, all creatures within a spherical burst equal to the spell's range suffer 2d6 + 1d6 per two caster levels (maximum 5d6) sonic damage, and must succeed at a FORT Save or be *deafened* permanently.

MALLARD'S FEATHERS

School transmutation **Level** alchemist 1, cleric 1, druid 1, ranger 1, sorc/wiz 1
Casting Time 1 standard action
Component V, S, M (a duck's feather)
Range touch
Duration 1 minute/level
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes

Your body is sheathed in multiple layers of sleek, waterproof feathers that are either gold or green, depending on which angle the light hits them at.

For the duration of the spell, you receive a +4 racial bonus on Swim and Fly checks, thanks to your feathers, which are equally areo- and hydrodynamic.

MALLARD'S FEATHERS, MASS

School transmutation **Level** alchemist 4, cleric 4, druid 4, ranger 4, sorc/wiz 4
Range close (25 ft + 5 ft/two levels)

This spell functions as *mallard's feathers*, but affects one creature per level, no two of which can be more than 5 ft apart.

MANTICORE'S TAIL

School transmutation **Level** cleric 2, druid 2, sorc/wiz 2
Casting Time One standard action
Components V, S, M (a pinch of fur from a lion or manticore)
Range touch
Duration 1 minute/level or until discharged
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes

A dangerously spiked lion's tail erupts from the base of the recipient's spine, and the recipient's teeth become jagged fangs. The spell's recipient can fire a volley of up to four spikes as a standard action, using a single attack roll for all spikes launched.

This attack has a range of 180 ft with no range increment. All targets must be within 30 ft of each other. Each spike that hits inflicts 1d8 points of piercing damage (20/x2). When the spell's recipient launches 24 spines, the spell ends, regardless of the remaining duration.

MARK OF PURPOSE

School abjuration **Level** alchemist 2, cleric 2
Casting Time One hour
Components V, S, M (expensive tattoo inks and various powdered gemstones, worth 100 gp in total)
Range touch
Duration One year and one day
Saving Throw WILL Negates (harmless)
Spell Resistance No

This spell inscribes a colorful, geometric marking on a willing recipient's face, like a tattoo inked with luminous powdered gemstones. While the spell is cast, the recipient concentrates on a single tangible and possible goal that can be completed within a year and a day: overthrow a specific ruler, commission a great warship, travel to a specific legendary site, ect.

When the recipient of the magic is carrying out actions that directly further the stated goal, the mystic tattoo glows softly (about equal to a candle's light) and warms to the touch. In addition, once per day, the tattoo's recipient can re-roll any single skill check, saving throw or attack roll directly related to this goal and take the better of the two die rolls. The recipient must declare the use of this ability before the results of the initial roll are revealed. After a year and a day (or earlier, if the goal is completed sooner), the tattoo flakes away.

MATING PERFUME

School enchantment (mind-affecting) **Level** alchemist 1, druid 1, ranger 1, sorc/wizard 1
Casting Time one standard action
Component V, S, M (a few drops of urine from an Anthro)
Range close (25 ft + 5 ft/two levels)
Duration 1 minute / level (D)
Saving Throw WILL Negates **Spell Resistance** Yes
When this spell is cast, a gust of violet smoke drifts from the caster's outstretched forepaws, delicately teasing the nasal passages of a specific Anthro character within range. For the duration of the spell, the Anthro's sexual orientation changes to match the caster's gender- regardless of normal desires, the target Anthro is considered sexually attracted to the caster on a failed save. The spell caster receives a +10 luck bonus on sexually oriented Bluff and Diplomacy checks made against the target for the duration of the spell.

MAULING FACEPLATE

School transmutation (chaos) **Level** witch 3
Casting Time one standard action
Components V, S, racial (Battlechanger)
Range close (25 ft + 5 ft/level)
Duration 1 round/level (D)
Saving Throw FORT half (see text) **Spell Resistance** No
With a crackle of arcane energy, you unhook your face plate, which transforms into a torture device whose inner surface is lined with horrific needles and hooks, leaving the inner workings of your mechanical skull exposed. The mauling faceplate flies from your hand towards your victim.

Each round, the victim suffers 1d8+ your CHA modifier points of piercing damage, and is considered *nauseated.* A successful FORT Save halves the damage and reduces the condition to merely *shaken.* While your faceplate is detached in this manner, you automatically fail CHA-based skill checks, save for Intimidate.

MECHA CANNONADE

School evocation (electricity, fire) **Level** magus 4
Casting Time one standard action
Components V, F (a mecha or powered armor currently being piloted by the caster)
Range personal / long (400 ft + 40 ft/level)
Duration instant
Saving Throw None **Spell Resistance** No
Why just pilot a mecha when you can launch yourself from it like a blazing plasma cannonball, blast apart a few annoying enemies and than slam back into the pilot's seat only a little singled but not really the worse for wear? When this spell is cast, the caster must be in control of any construct or vehicle with the Mecha subtype or wearing any grade of Powered Armor. When the spell is cast, the mecha immediately becomes uncontrolled, and remains so until the beginning of the spellcaster's next turn. The spellcaster is launched from the mecha as an enormous roiling orb of plasma, which briefly transforms into a massive cannon to launch the projectile.

The spellcaster designates a single target within long range and makes a ranged attack roll using their spellcaster level and DEX modifier in place of BAB. The spellcaster adds their primary casting modifier as a competence bonus on the ranged attack roll. The spellcaster can make one such special ranged attack per five caster levels.

If the attack is successful, the target suffers 5d6 damage + 1d6/ two caster levels (critical 19-20/x3). Half this damage is fire damage, half is electrical damage. If this spell is cast within Powered Armor rather than a Mecha, damage dice are D4s instead.

When the spellcaster makes as many attacks as allowed, the plasma orb zips back towards the uncontrolled mecha, and the spellcaster reappears in the pilot's seat.

MECHAMORPHIC ADAPTATION

School transmutation (polymorph) **Level** alchemist 3, witch 3
Casting Time one standard action
Components V, S, Racial (Battlechanger)
Range personal
Duration 1 round/level
Saving Throw None **Spell Resistance** No
This spell changes your mechanical body in imitation of another Battlechanger's form. You select a single Battlechanger, who must be within 30 ft of you. For the duration of the spell, you gain that Battlechanger's alt-mode(s), special weapons, armor and gadgets, all of which replace your own. You assume a form similar to the target Battlechanger's robot mode chassis, but retain your own coloration and facial details. You may dismiss this spell to regain your own racial capabilities.

MEDUSAZOAN TENDRILS

School transmutation **Level** cleric 4, druid 4, ranger 4, sorc/wiz 4
Casting Time 1 standard action
Component V, S, M (brine-preserved nematocysts from a jellyfish)
Range touch
Duration 1 minute/level (D)
Saving Throw WILL Negates (harmless)
Spell Resistance Yes

When this spell is cast, the recipients arms explode into a writhing, milk white storm comprised of hundreds of lashing, prehensile tendrils. Thin as a hair, but strong and dexterous, each of these tendrils is covered in thousands of tiny, microscopic barbs capable of injecting an agonizingly painful toxin.

You gain 15 ft natural reach with your tendrils, which are considered natural weapons. You still threaten adjacent squares. Your mass of multiple tendrils provides you with a +8 racial bonus on CMB checks made to steal, disarm or begin a grapple for the duration of the spell.

Your natural weapons inflict 1d8 + DEX modifier points of slashing damage (19-20/x3), plus inject victims with medusazoan toxin. The toxin's automatically effects end when the spell's duration does. Victims must save to resist the effects of the toxin automatically each round a grapple is maintained. You cannot hold or wield objects while your hands and arms are transformed in this manner.

MEDUSAZOAN TOXIN

Type: injury poison
Save: FORT DC 12 to resist ; FORT DC 14 to overcome
Frequency: 1/round for 10 rounds
Initial Effect: 1 DEX
Secondary Effect: *stunned* for 1 round
Cure: 2 saves

MILITARY FLIGHT

School transmutation **Level** magus 5, sorc/wiz 5
Casting Time one standard action
Components V, S
Range personal
Duration 1 minute/level
Saving Throw Spell Resistance
This spell functions much like *fly*, save that it allows an in-air speed and maneuverability equal to a military combat helicopter. It's a short duration spell, but a competent flier can do a lot of damage in the minutes of nearly supersonic flight allowed them.

You gain a fly speed of 500 ft (425 ft if wearing medium or heavy armor or carrying a medium or heavy load), with a bonus on Fly checks equal to your caster level.

MOTOR CITY MECHA

School transmutation **Level** alchemist 5, cleric 5, sorc/wiz 5
Casting Time one standard action
Components V, S, M (a piston rod from a 1950s-1980s vintage American muscle car)
Range touch
Target one creature with the Battlechanger or Cyborg subtype touched
Duration 1 minute/level
Saving Throw WILL negates (harmless) **Spell Resistance** yes (harmless)
You transform a willing bio-mech into a militarized, high performance to classic Detroit muscle cars. When this spell is cast, the cyborg or Battlechanger recipient becomes noticeably larger, their hull taking on the gleaming candy-coat finish of a classic muscle car, and new systems, resembling classic car components appearing, integrated into their chassis.

When the spell is cast, the recipient, who must have either the Battlechanger or Cyborg subtypes, becomes noticeably larger, gaining the *powerful build* racial trait. The subject gains a +4 enhancement bonus to STR, CON and DEX, reflecting their ultra-tuned performance. This effect functions identically to spells such as *bull's strength.* Battlechangers additionally gain a new large Ground Mover alt-mode, which takes the form of a classic American automobile.

This spell has no effect if cast on a non-cyborg or non-Battlechanger.

ORGASM MINE

School evocation (fire, Pleasure) **Level** alchemist 4, magus 4, sorc/wiz 4, witch 4
Casting Time 1 standard action
Components V, S, M (a fingernail sized vial of flammable liquid)
Range medium (100 ft plus 10 ft/ level)
Duration 1 round / 2 levels
Saving Throw WILL half (Pleasure rules, see text)
Spell Resistance Yes
This spell wraps pulsing pleasure around the mind and body of the victim; this pleasure can kill, but if the target resists, they die in flames instead of rapture. Either way, there's a lot of screaming. On each round of this spell, the target suffers 2d4 points of Pleasure damage; if the target chooses to resist the Pleasure damage, the spell immediately ends. However, the target immediately suffers 3d6 points of Fire damage plus +1d6 fire damage per two caster levels (maximum 10d6 fire). All adjacent targets suffer half this fire damage (REF DC 15 none).

OVERDESIGN

School transmutation **Level** alchemist 4, druid 4, witch 4
Casting Time one standard action
Components V, S, M (a vial of mutagenic or occult chemicals, worth 50 gp/DC 7)
Range close (25 ft + 5 ft/level)
Duration 1 round/ two levels
Saving Throw FORT partial (see text)

Spell Resistance Yes
You twist a creature's genome, overloading their bodies with so many clashing beneficial mutations they become a crippling burden. Within seconds, your victim becomes a quivering and helpless mess of wings, additional limbs and incoherent new organs.

For the spell's duration, each round the target gains a randomly chosen *Gift of Nature* but also suffers 1d4 points of temporary DEX damage. A successful FORT Save prevents the target from acquiring a *Gift of Nature* or suffering DEX damage that round, but this save must be repeated on each round of the duration. A target reduced to zero DEX by these mutations becomes paralyzed and helpless, only able to take purely mental actions.

Despite their increasing clumsiness and disorientation, the spell's target can use any granted *Gifts of Nature* normally for the spell's duration.

POWERLINK BIO-IMPLANTS

School transmutation **Level** alchemist 5
Casting Time one hour
Components V, S, M (Fuelon crystals and radioactives worth 5,000 gp)
Range touch **Duration** instant
Saving Throw FORT negates **Spell Resistance** Yes
By touching a willing humanoid or monstrous humanoid of a non-Battlechanger race, you permanently transmute several of the touched creatures organs and internal systems into bio-mechanical analogues. At the completion of the ritual, the touched creature gains either *Powerlink Engine Module* or *Powerlink Head Module* as a bonus feat, as if they were themselves a Battlechanger. From this point on, they can transform into a robotic head or engine-module form, and initiate a power-link

PURSUIT OF EXCELLENCE

School transmutation **Level** alchemist 1, bard 1, cleric 1, magus 1, sorc/wiz 1
Casting Time One standard action
Components V, S
Range touch
Duration 1 round or until discharged
Saving Throw WILL Negates (harmless)
Spell Resistance Yes (harmless)
When this spell is cast, a swirling mote of rainbow light flies from the caster's finger tips to orbit around the recipient's eyes. The next skill check made by the recipient before the spell's duration ends uses her entire ability score as a bonus, not just the ability score modifier. So if a rogue with STR 12 (+1) made a Climb check, on this check she would receive a +12 bonus, not the +1 bonus she would normally be entitled to.

QUICK CUM

School necromancy (mind-affecting) **Level** alchemist 1, cleric 1, druid 1, magus 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft/2levels)
Duration one round
Saving Throw WILL Negates **Spell Resistance** Yes
A single word, and the target is overcome with pleasure, experiencing an intense, grinding orgasm that leaves them breathless. A target that fails its WILL save is *stunned* until the caster's next turn. If this spell is used on an ally it can speed the casting of sex-based spells. If the ally is casting a spell which requires the caster to orgasm and takes longer than a full round to complete, this spell can be used in conjunction to reduce the sex-magic's casting time to a single full round action.

RACCOON'S CURIOSITY

School transmutation **Level** bard 2, magus 2, sorc/wiz 2
Casting Time 1 standard action
Component V, S, M (a broken lockpick)
Range personal
Duration 1 minute/level
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes
Your hands become as nimble as a raccoon's, and a mask-like stain spreads across your eyes. While this spell is active, you roll 2d20 when making any Disable Device check and take the better of two results. If both dice roll 10 or less, you may combine the two results.

RAT'S SAVVY

School transmutation **Level** alchemist 1, bard 0, cleric 0, ranger 1, sorc/wiz 0
Casting Time 1 standard action
Component V, S, M (the pickled tail of a rat)
Range touch
Duration 1 minute/level
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes
While this spell is in effect, your nose twitches curiously and seems to lead you to stores of food. For the duration of the spell, you automatically can sense the distance and direction to any store of edible food larger than a few crumbs or a single grape, so long as no airtight barrier intervenes. You receive a +5 insight bonus on scent-based or taste-based Perception checks to sense poisoned food or drink.

RAT TERRIER'S PELT

School transmutation **Level** alchemist 1, cleric 1, druid 1, magus 1, ranger 1, sorc/wiz 1
Casting Time 1 standard action
Component V, S, M ()
Range touch
Duration 1 minute/level
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes
When this spell is cast, your body is sheathed in a short coat thick, wooly hair, like that of a rat terrier or poodle (a dog originally bred not as a companion to the wealthy, but as a vicious rat catcher).

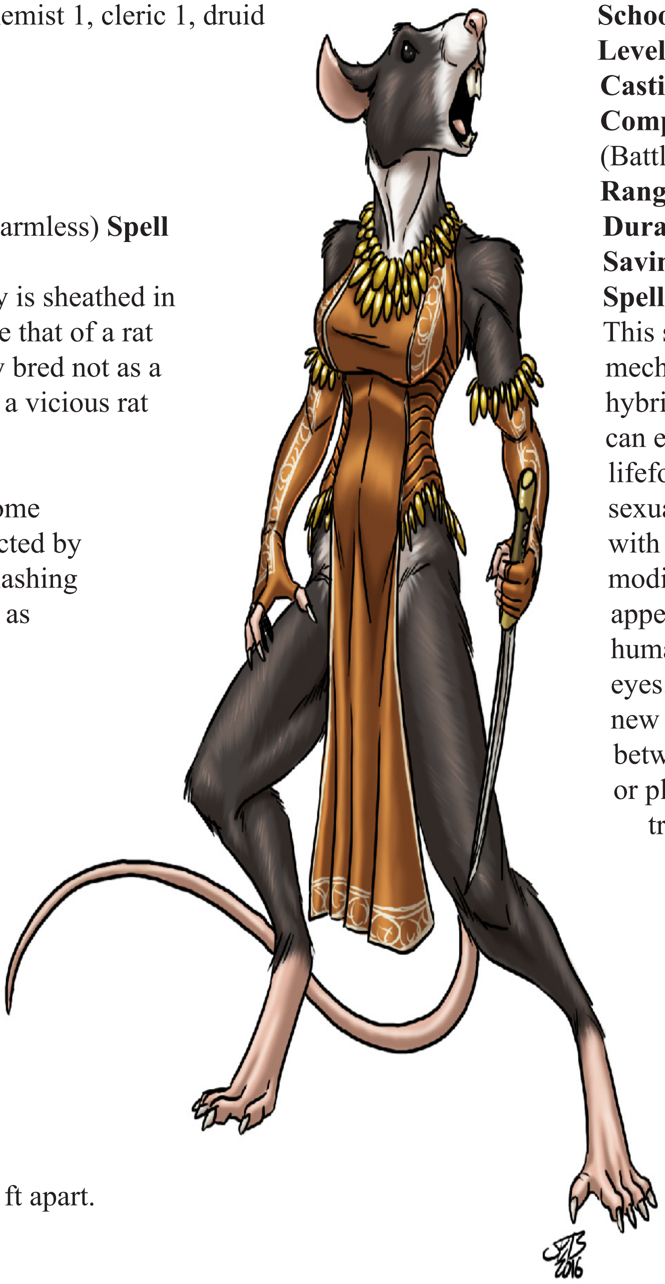
For the spell’s duration, you become immune to slashing damage inflicted by natural weapons, though not to slashing damage from other sources, such as spells or manufactured weapons.

RAT TERRIER'S PELT, MASS

School transmutation **Level** alchemist 4, cleric 4, druid 4, magus 4, ranger 4, sorc/wiz 4
Casting Time 1 standard action
Component V, S, M ()
Range close (25 ft + 5 ft/two levels)
This spell functions as *Rat Terrier’s Pelt,* save that it affects one target/caster level, no two of which can be more than 5 ft apart.

RODENT'S FECUNDITY

School transmutation **Level** cleric 0, druid 0, ranger 1, sorcerer/wizard 0
Casting Time 1 standard action
Component V, S, M (blood or fur from a mouse or rat)
Range touch
Duration 1 hour /level
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes
This minor magic has allowed fast-breeding Anthos to dominate hundreds of evolutionary niches. While the magic is active, the recipient becomes ultra fertile, conceiving with any fertile partner, and after conception occurs, giving birth to a litter of up to a dozen young. The lingering effects of this magic last throughout the pregnancy, ensuring a safe and easy delivery.



SEXUAL RECONFIGURATION

School transmutation
Level alchemist 2, druid 1
Casting Time one standard action
Components V, S, Racial (Battlechanger)
Range personal
Duration one day (D)
Saving Throw None
Spell Resistance No
This spell transforms a fully mechanical Battlechanger into a hybrid bio-mechanical creature that can enjoy sex with fully organic lifeforms. Primary and secondary sexual characteristics, compatible with most humanoids, appear, subtly modifying the Battlechanger’s appearance, making them more human-like and attractive to organic eyes. Often these delightfully fleshly new appendages can be concealed between retractable armor panels or plating, easily removed by the transformed Battlechanger.

In addition to giving the Battlechanger the ability to enjoy humanoid sex, it provides an otherwise genderless robot with a defined gender, and allows the use of sex-related powers and feats. This spell functions as a slightly improved version of *comfortable act* as well. The Battlechanger is capable of fathering or bearing hybrid children while this spell is in effect; if impregnated, the pregnancy continues even beyond the spell’s duration.

SEX STINK

School conjuration (creation) **Level** alchemist 1, druid 1, sorc/wiz 1
Casting Time 1 standard action
Components V, S, M (a drop of the caster’s sexual fluids)
Range close (25 ft plus 5 ft/ 2 levels)
Effect a 30 ft + 5 ft / 2 levels burst
Duration 1 minute / level
Saving Throw FORT Negates (see text) **Spell Resistance** No
This spell conjures a pale amber mist that fills a sphere that is 30 ft plus 5 ft/2 levels in diameter. These vapors stink

of pheromone risk sweat and sexual musk, and incite an instinctive lust.

Any creature of the caster's creature type entering the area must succeed at a FORT Save or suffer a -2 penalty on INT and WIS based skill checks and saving throws against sex-based illusions and mind-influencing effects. These effects last as long as the character remains n the cloud and for 1 minute afterward. Creatures of the same species as the caster suffer a -5 penalty on their saving throws.

SEXY FUROVER

School transmutation **Level** alchemist 1, bard 0, sorc/wiz 0
Casting Time 1 standard action
Components V, S, racial (caster must be a feline Anthro or member of another felinoid species)
Range touch
Duration 1 day
Saving Throw FORT Negates (harmless) **Spell Resistance** Yes (harmless)
This spell only affects furred, mammalian creatures, and is a common grooming cantrip among cat-Anthro and feline Shipper Modern Spellcasters. A few castings before a Shipper docking party is always a decent moneymaker for a working mage.

This spell trims and radically restyles the feline's fur pattern, in ways that make the feline more attractive and sexual. The target's pelt is partially and seductively denuded, revealing more of the chest and genitals than normal. For a day after the Sexy Furover the recipient receives a +1 circumstance on sexually oriented Diplomacy checks; after that the style fades out of being high fashion.

SPECIATE

School transmutation **Level** druid 10 (epic)
Casting Time one hour
Components V, S, F (a complete genetic map of the species to be uplifted, a long term project requiring resources equal to at least 500,000 gp/ DC 39)
Range a single continent or landmass
Duration instant
Saving Throw FORT negates (harmless) **Spell Resistance** Yes (harmless)
This spell forces evolution in a new direction, creating a unique new species from a geographically isolated existing species. When this spell is cast, all creatures genetically related to the genome provided are transformed; the gamemaster determines whether hybrid creatures (such as Half-Elves when Elves are the intended target) are also transformed.

All genetically similar creatures within the target landmass who fail or forego a FORT save become a newly evolved species. The new species is genetically distinct and no longer interfertile with its parent species. When this spell is cast, the spellcaster grants the chosen species the Anthro subtype and a single Gift of Nature of the caster's choice. If the spellcaster expends at least 1 million gp (DC 42) constructing the spell's focus, the spellcaster can grant all recipients of this spell either two Gifts of Nature or a 2-slot Gift of Nature. The spell's recipients do not lose existing racial traits, merely gaining new ones.

A particular species can only be affected by Speciate once during its evolution, but multiple enclaves of the same parent species on different landmasses (say, North American and Australian *homo sapiens*) can be affected by separate castings of the Speciate spell, becoming entirely new species. Only living creatures may be affected by Speciate. Oozes and many aberrations have such unusual anatomies and genomes they are not affected by this spell.

SPIDER'S CRAFTSMANSHIP

School transmutation **Level** alchemist 2, cleric 2, druid 2, ranger 2, sorc/wiz 2
Casting Time 1 standard action
Component V, S, M (spiderwebs gathered at dawn)
Range touch **Duration** 1 hour/level
Saving Throw WILL Negates (harmless)
Spell Resistance Yes
This spell is not used for combat, rather it is used to enhance an artisan's skill and precision. Painters call upon this spell before painting their patron's portrait, smiths receive this spell before forging a legendary knight's spurs, poets indulge in the magic before composing epics, and so on. While blessed by this spell the recipient is marked by a blue hourglass shape upon the palm of each hand.

The recipient of this spell receives a +5 insight bonus on all Craft checks completed during the spell's duration. This increases to a +10 insight bonus on Craft (trapmaking) checks or other Craft checks involving ropes or weaving.

STAGE, RAINBOW

School conjuration **Level** bard 6
Casting Time one minute
Components V, S, M (used concert tickets from a performance in a similar genre to the one you intend to stage)
Range 1,000 ft radius + 100 ft/level burst
Duration 1 hour/two caster levels (D)
Saving Throw None (object) **Spell Resistance** No (object)
Instantly, a wonderful performance stage appears, lit from beneath by floor panels that glow in high intensity rainbow colors appears around you, complete with a top of the line sound system and audience accommodations to rival the best stadiums.

The *rainbow stage* appears around you, forming a professional quality stage according to your specifications and desires. The *rainbow stage* extends to the spell's maximum range if the area is large enough to contain a performance area of that size, and stops at any intervening barriers if the area is not large enough. Thus, if you create a performance area inside a warehouse or similar area, it will extend to the maximum space possible. The *rainbow stage* forms around and incorporates small obstructions, such as trees or small pillars.

You decide the distance from the performance stage the audience area is, and can designate either standing or sitting space, or both. You can produce stadium style seating or bleachers, in multiple rows and levels up to 50 ft high. The *rainbow stage* is specially made for performances of the type you instead to stage, and provides all performers with a +5 circumstance bonus on one Perform check of your choosing within. In addition, while this spell is in effect, the range of your bardic class abilities and non-damage inflicting bardic spells is extended to any area within the *rainbow stage*, if the range would normally be shorter. Performances are visible and audible at all points within the *rainbow stage*. When the spell ends, audience members and performers are gently lowered back to ground level.

STAGE, STELLAR

School evocation (force, light) **Level** bard 6
Casting Time one standard action
Components V, S, M (a concert poster or holo-flyer)
Range long (400 ft + 40 ft/level)
Duration one minute/level (D)
Saving Throw None (harmless) **Spell Resistance** No
This spell is a favorite of star-traveling bards. The spell conjures a high tech circular stage made from solidified, brightly glowing light that pulses and throbs in time with the caster's heartbeat. The Stellar Stage can only be formed in space.

The Stellar Stage can be created at any point within the spell's range and when formed, occupies an area 100 ft in diameter + 10 ft/level. Within the Stellar Stage's area, all the casters allies gain a Flight speed of 500 ft (perfect) maneuverability, as they are buoyed by small disks of glowing light that appear beneath their feet. The Stellar State is treated as an area of normal gravity, with the glowing "stage floor" being treated as the down direction.

Though the area the Stellar Stage occupies remains vacuum, sound travels, and bardic magic and other effects, can be used as the area were an oxygenated area. The Stellar Stage is encircled by a spherical wall of glowing, shimmering energy: all creatures within the Stellar Stage are considered to have concealment from effects on the outside, and this permeable membrane stops Force effects (including many lasers) from crossing the membrane. In addition, Fire and Electrical damage effects (such as other energy weapons) have their base damage halved against targets within the Stellar Stage.

STUNNING ORGASM

School evocation (Pleasure) **Level** alchemist 1, cleric 1, druid 1, magus 1, sorc/wiz 1, witch 1
Casting Time 1 standard action
Components V, S
Range medium (100 ft plus 10 ft/level)
Duration instant
Saving Throw WILL half (standard rules for Pleasure)
Spell Resistance Yes
A pulse of energy slippery red energy bursts from the caster's fingers and streaks toward the target. The target takes 1d6 points of Pleasure damage, and is considered *dazed* for a number of rounds equal to ½ the Pleasure damage inflicted (minimum 1 round).

Stunning Orgasm, Greater

School evocation (Pleasure) **Level** alchemist 3, cleric 3, druid 3, magus 3, sorc/wiz 3, witch 3
This spell functions similarly to *Stunning Orgasm*, save the target suffers 3d6 points of Pleasure damage, plus +1d6 points of additional non-lethal Pleasure damage per two caster levels.

STUNNING ORGASM, MASS

School evocation (Pleasure) **Level** alchemist 3, cleric 3, druid 3, magus 3, sorc/wiz 3, witch 3
This spell functions as *Stunning Orgasm*, save that it affects one target/level, no two of which can be more than 30 ft away from each other.

SURF THE NEBULA

School transmutation **Level** cleric 8, sorc/wiz 8
Casting Time 1 standard action
Components V, S, M (a rare purple crystal found only in asteroids, worth 500 gp/ DC 15)
Range personal
Duration one hour/ level (D)
Saving Throw None **Spell Resistance** No

This spell warps space time around you, covering your body in a silvery hyper-spatial gel that both allows you to survive in deep space and travel with cosmic swiftness.

While Surfing the Nebula, you become immune to Cold, Heat, and radiation and hard vacuum. The silvery gel covering your skin provides a +8 natural armor bonus to AC. This glistening gel deflects cones, lines, rays and magic missile spells, rendering the caster immune to such effects. There is a 30% change a deflected effect reflects back in full force at the caster, otherwise it is simply negated.

At any time while Surfing the Nebula, you can summon your board as a move equivalent action. This elongated ovoid is made of the same silvery gel that covers your body, and while mounted on it, Surf the Nebula allows you to fly at a speed of 300 ft (perfect) in an atmosphere, or at 5,000 ft tactical speed in space. You can travel at FTL speeds, covering 1d6 light years distance per hour of travel in space. You cannot fall or be knocked from this silver board, and if it is dispelled, you can easily summon another.

Surf the Nebula can be made **permanent** by a 20th level caster, and requires at least 50,000 gp/ DC 31 in rare crystals and mystical chemicals.

SUMMON BATTLE TURRET

School conjuration (creation) **Level** magus 4, sorc/wiz 4
Casting Time one standard action
Components V, S, M (the energy clip of a military energy rifle)
Range close (25 ft + 5 ft/level)
Duration 1 round/level (D)
Saving Throw none **Spell Resistance** no
You conjure a futuristic, mounted turret that fires powerful, long-range laser bolts. A battle turret is a heavy, double-barreled laser blaster mounted on a swiveling, gimballed turret that mounts securely to a solid surface somewhere within the spell's range. The battle turret cannot be moved from the place it is conjured for the spell's duration, if forcibly removed from its mountings, the battle turret disappears in a flash of golden light.

The battle turret functions as a magical weapon, and gains a +1 enhancement bonus per four caster levels (to a maximum of a +5 weapon at CL 20th). The battle turret has infinite ammunition for the spell's duration.

Damage	Critical	Range	ROF
3d10 force	20/x2	1,000 ft	Single Shot

TERMITE'S TEETH

School transmutation **Level** cleric 4, druid 4, ranger 4, sorc/wiz 4
Casting Time 1 standard action
Component V, S, M (brittle wood, gnawed by termites or other parasites)
Range touch
Duration 1 minute/level
Saving Throw WILL Negates (harmless)
Spell Resistance Yes
Insectoid mandibles grow from your jaws, capable of biting through wood faster and more efficiently than any logger's saw.

You gain a bite attack as a secondary natural attack form that inflicts 1d6 + ½ STR points of slashing damage. Against wooden objects or creatures (such as treants) this bite inflicts 3d6 + ½ STR slashing damage and ignores hardness or non-magical damage reduction.

You gain a 5 ft Burrow speed when passing through truly massive wood structures, such as a giant architectural support column or massive redwood, though the passage tends to destroy or seriously destabilize the structure.

TRANS-FURMATION

School transmutation
Level alchemist 3, cleric 4, druid 4, witch 4
Casting Time one hour
Components V, S, M (silk twine and powdered opals worth at least 1,500 gp/DC 19)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
This ritual allows an ordinary Humanoid or Monstrous Humanoid to become something other, turning smooth human skin into fur or feathers. As the ritual progresses, the spell's target is cocooned within the silk threads, and within this crystalis, arcane energies transform the recipient's body and soul. This ritual can only be used against a willing creature, who must actively participate in the ritual, thus it offers no saving throw.

The spell's recipient loses his or her original race, racial traits and ability score modifiers. The subject instead becomes an Anthro, rebuilt using the Fusona character creation system. The spell transforms the recipient into an Anthro creature with abilities and appearance somehow indicative of the recipient's original form and nature (such as a human with the Capricorn birth sign becoming a goat Anthro, a dog Anthro's fur and eye color reflecting their former human appearance, or a brutal killer becoming a savage wolf Anthro). The new form becomes the subject's true form.

TRANSMETALIZATION

School abjuration **Level** alchemist 2, cleric 2
Casting Time one standard action
Components V, S, Racial (Battlechanger)
Range touch
Duration 1 minute/level (D)
Saving Throw WILL Negates (harmless)
Spell Resistance Yes (harmless)
The touched Battlechanger's hull becomes a superdense metal that sparkles brightly in the light. For the spell's duration, the Battlechanger becomes immune to Ballistic damage and Force damage. This spell has no effect if cast upon non-metallic creatures, though it can affect metallic creatures beyond Battlechangers.

TRANSMETALIZATION, MASS

School abjuration **Level** alchemist 5, cleric 5
Range close (25 ft + 5 ft/level)
This spell functions identically to *Transmetalization*, save that it affects one Battlechanger per level, no two of which may be more than 30 ft apart.

TRIPLE FORM

School transmutation **Level** alchemist 4, sorc/wiz 4
Casting Time one standard action
Components V, S, M (a Fuelon crystal worth 1,000 gp)
Range close (25 ft + 5 ft/level)
Duration 1 hour/level (D)
Saving Throw FORT negates (harmless)
Spell Resistance Yes (harmless)
Your arcane energies reconfigure the recipient's transformation engine. For the spell's duration, the recipient may choose an additional alt-mode and use this new alt-mode at will, as if the recipient were a Triple- or Multi-changer.

UNIVERSAL GREETING

School divination **Level** bard 0, paladin 1, sorc/wiz 0
Casting Time one standard action
Components V, S
Range 30 ft burst
Duration instant
Saving Throw None **Spell Resistance** No
This spell is invaluable in first contact scenarios, and the words sound something like 'bow-weep-grannak-weep-niddybong'. Simply by varying intonation and pronunciation slightly, the caster can communicate any one of the following ideas, flawlessly, to any creature with an INT score of 3 or greater, that has any capacity for language at all. The listeners must be able to clearly see and hear the caster for this message to be communicated.
The three possible messages are:
"We/I come in peace."
"We/I want to trade with you."
"Surrender immediately or we/I will destroy you!"

VILLAGE OF PAPER AND SALIVA

School conjuration (creation) **Level** alchemist 3, druid 4, ranger 4, witch 4
Casting Time ten minutes
Components V, S, M (roughly a pound of *constructor secretion* building material)
Range long (400 ft + 40 ft/level)
Duration instant
Saving Throw No (object) **Spell Resistance** No (object)
You call upon the industriousness and architectural mastery of insectoid Anthros and their non-uplifted insect kin to construct a beautiful yet feather-light city. When you cast the spell, glowing phantasms resembling insects and insectoid Anthros dance through the construction site, building a strange, alien village.

When you cast this spell, you create a tiny, cramped village or hamlet capable of accommodating more than a hundred small families, which has a footprint of several hundred square feet. This village resembles a wasp's nest or termite mound rather than a product of humanoid architecture, though it is scaled for human-sized and humanoid inhabitants. The structure's rooms are mazelike and the buildings built alongside each other, with no space between habitations and rooms. Doors, windows and other decorative elements can be conjured, all created from the same concrete-like mix of saliva and masticated paper.

The village has excellent airflow and is naturally comfortable in a wide variety of temperature extremes. The village has no high-tech accoutrements, such as power or water infrastructure, though the caster can leave small openings and micro-corridors throughout the village to accommodate future installations if desired. The village is surprisingly light, with the thin walls roughly as durable as brick at a fraction of the thickness and weight. The paper-like walls have Hardness 2 and 8 HP, and are vulnerable to fire.

The village's central point can be anywhere within the spell's range. The spell does not displace existing structures or objects, and the village grows around them, incorporating features such as walls and rooftops into itself. Multiple castings of this spell can conjure even larger and more impressive nest-villages, including interlinked structures larger and more impressive than many humanoid-designed alpha cities.

Similar Spells

Beeswax Creation functions identically to *village of paper and saliva*, save that the small village created resembles an enormous bee's hive. Chambers are roughly hexagonal, spherical or ovoid, and hexagonal motifs are common as decorative elements, window shapes and the like. Rather than grayish, concrete-like walls, villages constructed by this variant spell have translucent amber or golden walls with a waxy sheen.

Bee Anthros as well as Mantid spellcasters usually learn this variant spell rather than the standard, which they consider unacceptably crude and ugly. Other variants exist: Beaver Anthros know a variant on this spell that produces a small village from light yet durable wood, and Avian Anthros build impressive, attractive nest-villages from twigs, colorful twine and mud.

WARCLAW

School transmutation **Level** druid 7
Casting Time 1 swift action
Components V, S
Range personal
Duration 1 round/level (D)

Casting *warclaw* wraps your existing natural weapons in iridescent wisps of starry black energy, and your talons extend several inches, terminating in nearly monomolecular edges.

Warclaw gives your existing natural weapons a +3 enhancement bonus to attack and damage plus the following special magic weapon qualities for the spell's duration: *bane* (of the caster's choice), *cunning, furious, keen* and *wounding*. While *warclaw* is in effect, you also gain the benefit of the *rage spell.*

If you do not have natural weapons, this spell simply fails.

WORLD OF ORIGIN

School divination **Level** bard 0, cleric 0, druid 0, sorc/wiz 0
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw WILL negates **Spell Resistance** Yes

Merely by touching a creature, you are instantly aware of that creature's birth planet, as that planet is known in your culture. If the creature was born on a starship or orbiting station, you are aware of the planet of the ship or station's construction or registration. If the touched creature hails from an unknown or uncharted world, you are aware of that world's approximate position, but that is all.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correc-tion, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, proce-dures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; arti-facts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associ-ated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, world-wide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright hold-er's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Modern System Reference Document Copyright 2002-2003, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Ultimate Psionics. Copyright 2013, Dreamscarred Press. Authors: Andreas Ronnqvist, Jeremy Smith

Battlechangers: Ironworks, The Combatant Base Class, Technology Unleashed, TMU: The Occult Tech Armory, others. All copyright 2008-2017, Otherverse Games. Author: Chris A. Field

Cosmic Toybox. Copyright 2017, Otherverse Games. Author: Chris A. Field